

ORIGIN'S OFFICIAL GUIDE TO

CRUSADER

N O  R E G R E T TM



PRIMA'S
SECRETS
OF THE GAMES



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ORIGIN'S OFFICIAL GUIDE TO

CRUSADER

N O  R E G R E T TM

Chris McCubbin

with

Tuesday Frase

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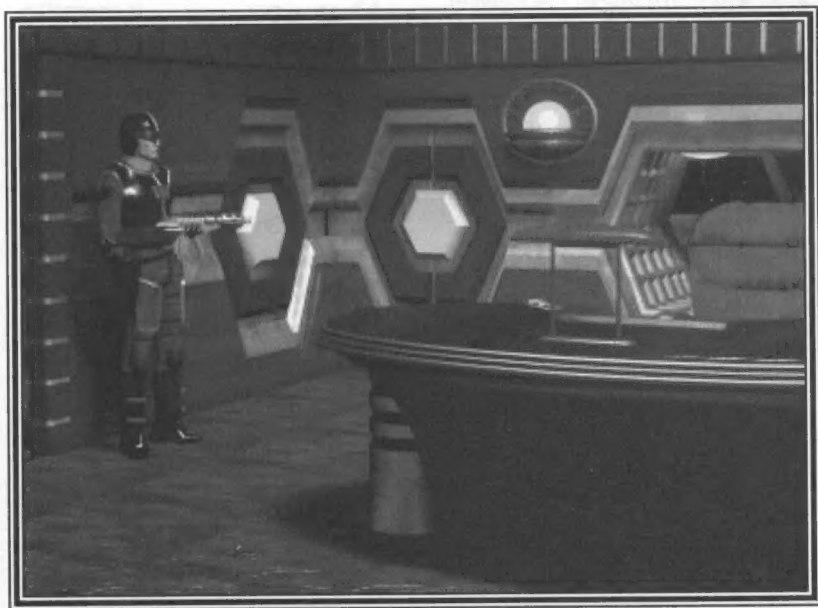


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Crusader 2 Art Preview180

HOW TO USE THIS BOOK

The only thing you really need to know about using this book is this: the farther in you get, the more specific the information becomes. You start out with general advice, move on to specific numbers, then you get cheat codes, annotated maps, and finally a step-by-step, tell-all walkthrough. If you just need a gentle nudge or some general help, stick to the front of the book. If you want to plumb all the secrets of *Crusader: No Regret*, check out the later sections.

Tactics presents a few pages of general advice about such diverse but vital topics as combat survival, resource management (i.e., making sure your weapon is loaded when you need to shoot something with it), searching for secrets and outsmarting traps.

Mama's Boy vs. The Weekend Warrior is everything you wanted to know about what makes the different levels harder or easier. Chances are that you aren't reading this section at the moment, but will wait until you feel an urge to sign up for "No Regret" level.

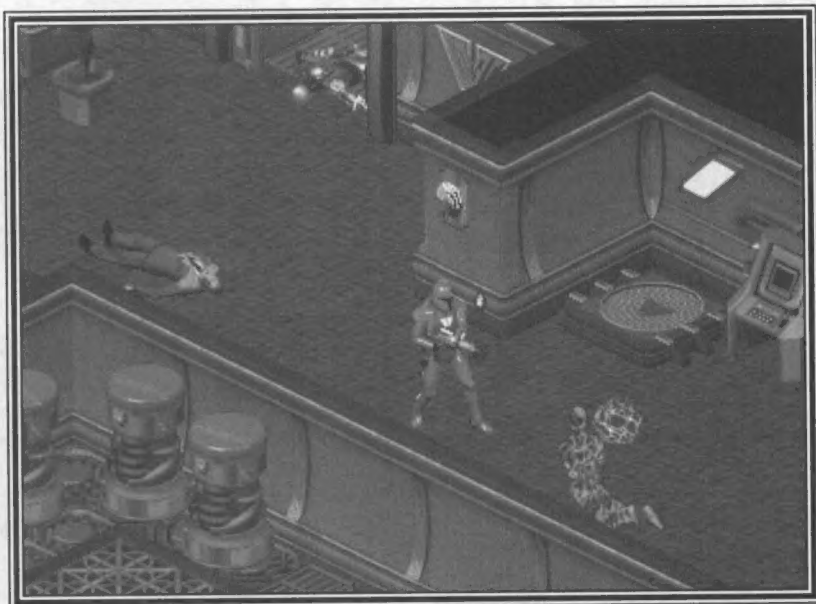
Dishing It Out and Taking It tells about how the damage system works — in other words, why a near miss is sometimes plenty good enough.

Cheats. Short but oh-so-sweet. If cheat codes are what you need, this is where to find them.

Arms, Ammo and Other Toys, and **Who'd I Just Kill?** give you the statistics (and other useful information) on (respectively) your arms and inventory items and enemy forces, human and robotic.

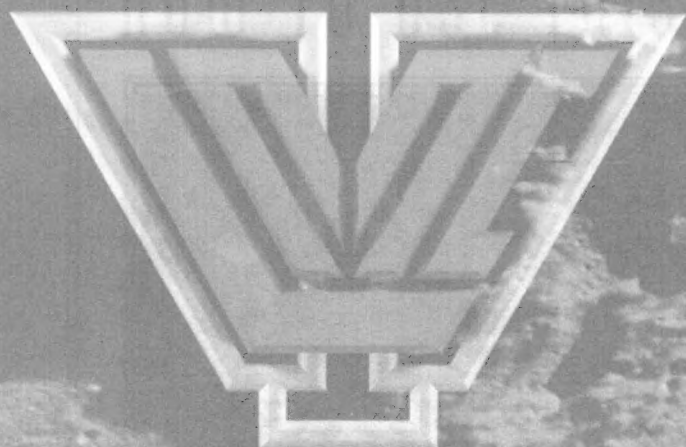
Stationary Targets is a pictorial list of things you might encounter in the game that shoot back at you, or that power things that shoot back at you, or that contain useful objects, or that just blow up real good. Some of these items turn out to be not so stationary, either.

Maps are all the mission maps, marked with the location of lots of useful stuff. These maps will show you where everything in the game is — figuring out how to get there (alive) is your own problem.



Walkthrough consists of yet another set of maps, this time coupled with step-by-step instructions on getting successfully through every mission in the game. This section includes specific advice on getting to every secret room, easter egg and major equipment cache in the game. Also, each mission walkthrough kicks off with a short plot summary and some notes from the game's designers on that specific level.

Crusader 2 Preview. Just as a little extra, here's a few pages of concept art from the upcoming, all-new blockbuster *Crusader 2*!





MECHANICS

TACTICS

MANEUVERING

Keep Moving

The different commands that evoke the vast range of movements the Silencer is capable of are fully described in the **Playguide** that came with the game. For the purposes of this book, however, the only thing you really need to know about maneuvering is to do it as much as possible. There's a reason the programmers put all those nifty rolls and side-steps into the game — it's because you'll need them to stay alive. If you stand still and blast everything that comes into view like the spaceship in an old game of *Asteroids*, your career in the Resistance will be short and frustrating. But if you master the full range of movement that the game offers, you'll soon be able to deal with any situation, on any difficulty setting.

Roll Early, Roll Often

Probably the most useful move is the roll. The game's designers and testers almost never enter a room on their feet. The advantage of the roll is that it takes you from Point A to Point B with a single keystroke, whereas with normal movement you have to press and hold keys to get where you're going. It's true that point A and point B are barely an inch apart on most screens, but if point A is under cover and point B is not, that inch or so might as well be in a different mission altogether.

Roll In, Roll Out

The way it works is that you start out under cover, go into a roll to get through the doorway (or wherever you're trying to go), and, if things are too hot, roll back to where you started. You know exactly where you started the roll, so by default, you also know where you're going to end up if you retreat. The difference in speed and precision between rolling and walking is minuscule, but when a rocket's pointed at your head, minuscule differences matter.

Use the Environment

The second important principle of maneuvering in the game is to *use the environment*. The maps in the game provide almost infinite opportunities for cover and concealment, but it's up to you to take advantage of them. In the real world, combat soldiers know the most important thing in battle is to keep under cover, and *Crusader* captures that principle. Until you're sure you have an area cleared, hug the wall and spend as much time as possible behind impervi-



ous cover. (There's an important corollary to this principle — when searching for cover in combat, it is very useful to know which things will blow up when the enemy shoots them and which will not — the former make notably inferior cover to the latter.) Spend as much time as possible on your knees — you're a smaller target, and it allows you to roll even faster.

When you're on your feet, move in run mode — not so much because of your speed (though it's always better to be a fast-moving target than a slow one), but because moving at double-speed allows you to keep your weapon ready, so that you don't have to waste a firing action drawing it. Yes, the amount of time spent drawing a weapon is infinitesimal, but again, it can mean the difference between you or the bad guy getting off the first rocket ...

When you have to cross an exposed area under fire (and you will), don't offer a constant target. Master the art of sprinting for a few steps, then dropping for a quick roll in a random direction, then a few more steps, then another roll. Even if you absolutely have to break into a full run and don't have time to roll (as it might happen against some turreted cannons), try to sprint to your destination in a shallow arc, not an absolute straight line. This makes it harder for the enemy to track your motion and gauge your speed. Finally, never, ever run directly at a threat — you might as well stand still. Zig and zag, roll and never give them time to line up a shot on you.

Move in Run Mode

No Straight Lines

CLEARING A ROOM

Here's the generally preferred procedure for clearing a new area when you enter. Obviously, it won't be possible to follow all these steps in exact order every time, but as a matter of setting general priorities, this works well.

1. Enter room (roll in — see p. 10).
2. Shoot out all unshielded cameras.
3. Shoot any civilian who's moving — he's probably going for the alarm.
4. Get out of sight of any shielded cameras before they see you.
5. Kill all attacking troops and mechs.
6. Destroy all unshielded turrets and wall guns.
7. Blow all generators.
8. Destroy formerly shielded cameras and weapons.
9. Search the room for secrets and goodies.



WEAPONS AND EQUIPMENT

Another important question to consider is which weapon to have ready when you enter a new area. Each gun in the game is discussed in **Arms, Ammo and Other Toys**, p. 26. The question here is not what each weapon can do, but where each weapon works best.

The Right Tool for the Job

The natural inclination is to use the most powerful weapon available as your default choice (at least as long as ammo is plentiful). While it's true that there are very few problems that cannot be solved by the appropriate application of high explosives, the "bigger is always better" philosophy is simplistic, video-game thinking. Consider carrying a lighter, fast-firing gun for recon purposes, and switching to the heavy artillery only when you know for sure that a given weapon is best for the situation ahead. Also, keep in mind that if you want to keep a corpse intact and search it for loot, you shouldn't raze it with your hardest-hitting weapon beforehand. There won't be anything left to search.

A very bad habit to fall into in *Crusader* is using up all the ammo you find for your best guns as soon as you find it, while letting all those useful non-gun munitions stack up in your inventory, untouched.

Spider Bombs/Mines

Spider bombs and spider mines, in particular, should be your new best friends. The spider mine is the closest thing to a gun that can fire around a corner. If you use a spider mine correctly in many potentially devastating crossfire situations, you won't have to expose yourself to a single shot.

As for spider bombs, they're simply the best explosive in the game. Spider bombs are absolutely essential to winning. You'll need them to blast your way through grates, and in a couple of missions, blasting a grate and going through the air duct is the only way to proceed. Therefore, never let your spider bomb inventory get completely exhausted in battle — always try to save a few in case you need them to get through a wall. Spider bombs have other nifty non-combat uses. For example, if you detonate one under a shootable switch

(as long as the switch is located at or below eye-level), the switch will activate. Also, the designers occasionally guard a generator or essential item with an impenetrable shield that doesn't *quite* reach the ground. Whenever you encounter one of these, the only way to take out the shielded item is to send in a spider bomb.

Here's a neat trick to try with spider mines. When you're behind an unopened door or force field, place a spider mine or two at the threshold, then pull the switch/blow the generator/whatever you have to do to get the path open. If there's any bad guys within line of sight of the door, Spidy will march up and make friends. This works especially well with force fields, since you can actually see your targets when you place the mines.

Disruptor

Another offensive device that's too easily ignored is the disruptor. Reinforcements can be a major danger in this game, particularly when the alarm is sounding and you can't find a switch box to turn it off. Meanwhile, the nearby teleporter is cranking out rocket-guy after rocket-guy at full speed. One little disruptor, and that problem goes away for good. If you don't *have* a disruptor, of course, a land mine makes a very effective one-shot substitute.

VIR Chip

The problem with the VIR chip, however, goes the other way. Its usefulness is so obvious, it's tempting to leave it on all the time. This does not work — VIR is an energy hog and, useful as it might be, a fully charged shield is much more useful. The other thing about the VIR is that you really don't need it — laser eyes are usually visible as tiny red dots on a wall or object, and mines can often be detected as raised places on the floor. (And anyway, a mine-det is a much better mine detector than even a VIR.) Train yourself to look for these tell-tale signs, particularly in doorways and other choke-points. Also, don't forget to check near the floor, for foot-level eyes. Save your VIR for quick scans of very complex or high-risk areas.

OUTSMARTING THE GAME

The other sections of this chapter deal with combat and survival. This particular part deals with how to accomplish your mission and finish the game after the enemy has been cleared and the traps sprung or evaded.

In creating *Crusader: No Regret*, one of Producer Tony Zurovec's iron-clad mandates to the design team was to "make more than one way to get through the mission." The designers interpreted this law creatively, making extensive use of shortcuts, secret passages, branching mission paths and just plain old multiple solutions. As a general rule, obvious options are either (a) much tougher or (b) much less lucrative than secret options.

As another general rule, everything visible and useable in the game is accessible. If you see a post-pad on a catwalk, there's a way to get to that post-pad and press it. Doing so might require you to have hopped a teleporter two maps ago, but somewhere in the game, there is a way to get to it. It might well be that by the time you notice an obvious challenge like this, it's already too late to do anything about it in this session — your ability to backtrack is strictly limited on most maps. On the other hand, the solution to the problem might be deceptively simple — perhaps even just a matter of jumping up on the right pile of boxes.

Probably the single most important rule to finding secrets, however, is simply to *check the corners*. The designers love to partially conceal important items behind other objects. The translucent and indestructible servomech stations are a particular favorite source of cover for wall switches. Keycards and other small objects are often stashed behind monitors on desks.

Due to the isometric, 3/4 view used by *Crusader*, the two northern walls for any room are always fully revealed (except for small blind spots created by placed objects), while the two southern walls are always completely hidden. In general, nothing *essential* has been placed on or against the blind walls. The designers, however, couldn't resist putting the occasional secret or surprise in a blind spot. If working your way down a blind wall and searching at every step is your idea of a good time, you'll have great fun with this

Multiple Feline Flayings

**If You See It,
You Can Use It**

Check the Corners

**If You Can't See It,
You Can Still Use It**

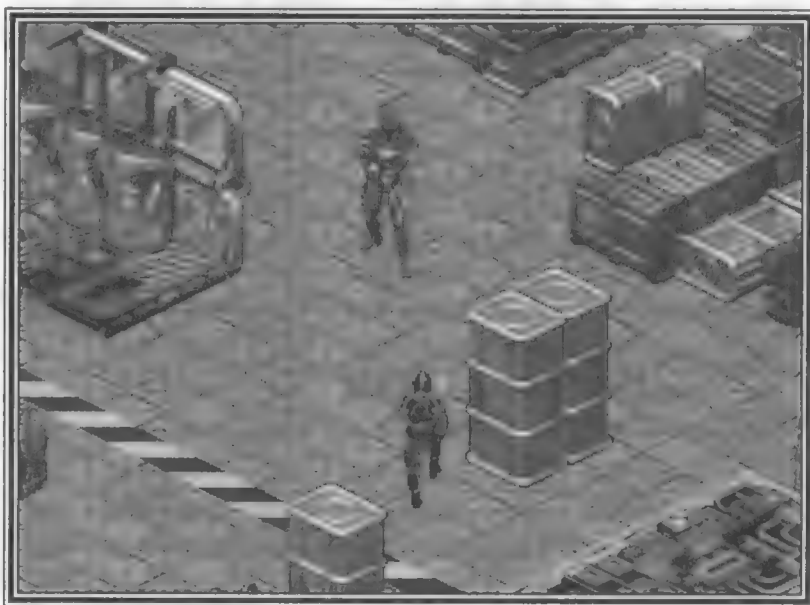
***If You Can't Use It,
Abuse It***

***Floor Grates
and Other Surprises***

game. If searching long, blind walls doesn't particularly thrill you, you won't miss out on much if you pass them by.

The designers love to put useful things under or behind useless things. If you see a big pile of boxes sitting in a corner, blow it away. There's probably something interesting behind it. Sometimes even a single box is sufficient to completely or mostly hide something really cool. However, you have to exercise discretion — if you go around trying to blow up everything that can possibly be blown up, you'll start running out of ammo just when you need it most.

One variety of design work that's worth noting is the "do or die" secret — a surprise you can get to only by doing something that's normally (or even occasionally) fatal. The most common form of this is the "floor grate surprise." If you blast open a floor grate (sometimes you just have to walk over it) it will usually dump you into a bottomless pit. A few times, however, a blown floor grate conceals a shortcut or passage to a secret area. All we can tell you is, if you're jumping into a large dark hole, save first.



STYLES OF PLAY

Because there are so many ways to get through *Crusader*, there are several different ways to play. Each style of play below involves a different focus and offers unique opportunities for fun, particularly on replays.

Fighting game. This one's for all the gun-nuts out there. The object here is to find the most crowded, dangerous, exhausting battle scenes and get through them with as many explosions, vaporizations and immolations as possible. If you're playing the fighting game, don't even bother looking for shortcuts and alternate routes (though, of course, you do want to find all the ammo caches and armories), because the toughest route is usually right up the middle.

Exploring game. This deliberately paced style of play is designed to unearth as many of the game's secrets as possible. This is the game where you check every inch of every wall individually. It doesn't even really matter so much whether a given discovery leads to treasure or annihilation — as long as you do find out, one way or another.

Speed game. After you've played through once or twice, try this for a change. The object is to time yourself and get through a given mission as quickly as possible. This is a good contest to hold with a friend who also plays *Crusader*. One of the best ways to prepare for a speed game is to play a slow-paced exploring game first (so you know where all the shortcuts are), and then blaze through the mission.

Play to win. Of course, the most basic way to play the game is to simply try and get through the mission alive, preferably with some useful items left over for the next mission. This involves elements of all styles of gameplay — aggression, observation and efficiency.

MAMA'S BOY VS. THE WEEKEND WARRIOR

Crusader: No Regret has four skill levels you can set. Each one tests your combat skills with varying degrees of difficulty — Mamas' Boy, Weekend Warrior, Loose Cannon and No Regret.

When you set the skill level, you effectively control several aspects of the game — the number of guards and robots, number of guns, and percentage chance of finding loot on corpses. (The chances differ between victim types. Check out **Who'd I Just Kill?** on pp. 52-75 for exact statistics.)

The amount of damage you absorb from each shot, explosion or other attack depends upon what skill level you choose. On the easiest level, you take only 1/5 damage from attacks. On the two highest levels, you take the full damage listed in this book.

Loose Cannon is still the default skill level setting.

Mama's Boy

If you're having a lot of trouble with the default *Loose Cannon* setting or haven't played *Crusader* before, opt for this level. It'll boost your ego and make you feel powerful. Once you've mastered this level, move up to the next degree of difficulty, *Weekend Warrior*.

Damage Potential You take only 1/5 damage from steam vents, grenades, bullets, flames, etc. It takes four direct hits from a rocket to kill you. Inversely, you do five times as much damage to whoever or whatever you hit.

- Weakest enemies
- Fewest traps
- Good chance of finding loot on corpses
- Your friends may call you a wimp

Weekend Warrior

Damage Potential You take only 1/3 damage from weapons. Three direct rocket hits will kill you, or (possibly) three indirect ones. Along the same lines, your shots inflict twice the normal damage listed on p. 21.

- More traps
- Tough, but not impossible, enemies
- Average chance of finding loot on corpses

Loose Cannon

Damage Potential Normal. A single rocket or a couple of indirect rocket hits can take you or your enemy out.

- Lots of traps
- Enemies are numerous and hard to kill
- Lower chance of finding loot on corpses

No Regret

Damage Potential Normal. Just one rocket (or a couple of nearby hits) can permanently hinder your progress.

- Lots of traps
- Enemies on this level use much more deadly weapons than normal, and are considerably better shots
- Average chance of finding loot on corpses (you'll need it to keep up with your enemies)

DISHING IT OUT AND TAKING IT

The damage system in *Crusader* changes whenever you alter the skill level setting, but it hasn't changed much since *Crusader: No Remorse*.

When you get hit, the game runs a series of checks as follows:

1. First, the game checks to see what weapon your enemy is carrying, and what kind of ammo it uses. Each weapon carries a specific ammunition type. Each shot of ammo (or each energy-weapon beam) applies a certain amount of damage. The amount depends on two things — the weapon type, and the skill level you set for that particular game.
2. Next, the game checks to see if you have a shield (Graviton, Ionic or Plasma). The Graviton is best, but none protect against grenades, rockets or bombs. The Radiation shield protects only against radiation and doesn't stop weapons.
3. The other factor thrown into the "damage equation" is your current battery level. Since shields are powered by batteries, each shot that strikes a shield subtracts power from the battery supply. The amount of power drained depends on the "Shield Cost" number that is listed under the ammunition type. (See **Quick Weapon Reference** on facing page for specific information.)
Your shield can absorb all the damage for a single shot, but if your shield power level drops too low, ammo will get through.
4. If your shield has power *and* can successfully defend against whatever weapon was fired at you, you're nearly homefree. As long as your shield has enough battery power to absorb the blow, you don't take any damage.
5. If you do take damage, the game calculates it according to how many times you're hit. Each shot of ammo has a number of projectiles that deliver damage. Some weapons have one projectile, but others deliver two or more in a shot, each of which might or might not hit you. If your shield can't protect you, you take damage. On *Loose Cannon* or *No Regret*, one rocket will kill you. On other skill levels, it will leave you damaged, but alive.

6. Your hit points (150 to begin with) are reduced each time you're hit. Every shot or beam that strikes you subtracts points from this total. Once your hit points reach zero, you're dead. Items (cameras, barrels, etc.) take damage, but don't have shields.

QUICK WEAPON REFERENCE

See pp. 26-27 for category explanations.

WEAPON	AMMO TYPE	SHOTS/CLIP	DAMAGE/SHOT	EFFECTIVE RANGE	BLAST RADIUS	SHIELD COST	EFFECTIVE SHIELDS [†]
AC-88 Reaper	Shotgun shell	12	20 x 12	20	-na-	80	I/P/G
AR-7	Rocket	8	80 x 3	120	2	-na-	None
BK-16	Biological projectile	12	100	30	1	500	Graviton
Cryo gas	Gas	-na-	200/sec	-na-	-na-	-na-	None
Detpac	Bomb	-na-	150	-na-	2	-na-	None
Disruptor	Bomb	-na-	100	-na-	1	-na-	None
EM-4 Vortex	Elec.mag. radiation	-na-	75	150	1	750	G
Flame	Flame	-na-	150/sec*	-na-	-na-	-na-	None
Generator, Di-Cor	Health drain	-na-	5/sec*	-na-	3 ⁺	-na-	Radiation
Generator	Energy drain	-na-	#	-na-	3	-na-	None
GL-303	Grenade explosion	10	200	50	3	-na-	None
Limpet/Land Mine	Bomb	-na-	100	-na-	2	-na-	None
LNR-81	Molecular projectile	10	150	50	-na-	1250	G
PA-31 Adjudicator	Laser beam	-na-	60	50	-na-	400	P/G
PL-1 Unifier	Plasma stream	-na-	30	40	-na-	300	P/G
Pocket Betty	Bomb	-na-	150 x 4	-na-	3	-na-	None
RP-32 Pacifist	.30-caliber slug	60	25 x 3	50	-na-	130	I/P/G
SG-A1 Conformer	Shotgun shell	12	20 x 12	20	-na-	80	I/P/G
Spider Bomb	Bomb	-na-	150	-na-	3	-na-	None
Spider Mine	Mine	-na-	150	-na-	3	-na-	None
Steam vents	Gas	-na-	20/sec*	-na-	-na-	-na-	None
UV-9 Pulsar	Ultraviolet pulse	-na-	250	50	1	2500	G
Wall guns	Projectile or plasma	(as AC-88/BK-16/LNR-81/RP-32/SG-A1/XP-5, or PL-1)					
Wall/Floor shockers	Electricity	-na-	60/sec*	-na-	-na-	-na-	None
XP-5 Broiler	Microwave pulse	-na-	125	50	-na-	900	G

[†] I - refers to Ionic shield
P - refers to Plasma shield
G - refers to Graviton shield

⁺ Radius of effect, not blast radius
Energy drain occurs at 300 units/second
* Continuous damage, except for wall shockers (they apply semi-continuous damage)

CHEATS

Okay, you know they're wrong. They're sneaky, fun and dangerous.

That's right, dangerous. Cheats in a game are meant to give the game builders and playtesters a way of playing God. That way they don't have to start from scratch every time they want to see what's happening in the latest, greatest version. Remember, though, if something goes wrong on their computers, they have all the free repair work they need, plus a new machine if nothing can revive their old one. If you try something unspeakably clever with the cheat system and shut down the game, your computer or the neighborhood utility grid, that's it. Game's over.

You've been warned. That being said, let us now proceed.

Cheat Room

To begin a mission in the Cheat Room, or what you can consider the "Toy Room," all you have to do is "warp" to the right "egg." (The right egg, by the way, is *always* egg 250.) To do this, you need to type four things at the prompt: the *Regret* command, the -warp/egg command, (including the mission you want) and the skill level. Skill levels range from 1 (Mama's Boy) to 4 (No Regret).

Therefore, if you wanted to go to the Cheat Room for Mission 6, at the hardest level, you would type at the DOS prompt *in lowercase*:

```
regret -warp 6 -egg 250 -skill 4 Enter
```

The game then starts, and you appear in a small, squarish room filled with goodies and a teleporter. After grabbing all the stuff that they've so kindly left for you, step onto the teleporter to go to the beginning of the mission.

Never Say Die

Note: using a teleporter will turn your invulnerability off. You'll have to hit Ctrl F10 again (see next page).

The JASSICA16/LOOSECANNON16 Commands

In *Crusader: No Remorse*, you could type JASSICA16 to enable the cheats. *This is no longer true*. In fact, if you type this, you'll hear strange renditions of Christmas music and be attacked by eight RoboDraygans. (Not to mention the fact that you lose that particular save game forever.)

The cheats still work — only the access code has changed. At any point in *Crusader: No Regret*, you can type: LOOSECANNON16

That enables the cheats, along with a notice that tells you that the "cheats are on."

After Death. Pressing **[F10]** when you're dead (after you've enabled the cheats, of course) brings you back to life. You'll have all the same items you had when you died.

While Alive. Pressing **[F10]** while you're still alive gives you: full energy, full ammo, one of each type of weapon, one clip of each type of ammo, and a full item inventory with as much of every item type as you can carry.

Pressing **[F10]** a second time gives you 99 clips of each kind of ammo.

Press **[Ctrl][F10]** to turn on *immortality* — you can't be killed by anything the bad guys throw at you.

Undocumented Feature Dept.

This handy command isn't really a cheat so much as an undocumented feature. Well, actually what it *really* is is a bug that the designers left in because they thought it was cool. Whatever you call it, it works in your favor.

When you use a watch station to take control of any type of gun or turret (but *not* a servomech), you can press **[Shift][↑]** and the gun will explode. This is handy because when you use a watch station to clear out an upcoming area with a gun, that gun tends to attack you when you enter — if you leave it in one piece.

The reason this works is because guns aren't too bright. A gun's AI only knows how to pan, fire and explode. **[Shift][↑]** is a command that tells the gun to move forward — the gun knows that you're not telling it to pan or fire, so, well, it does its best ...





STATISTICS

ARMS, AMMO AND OTHER TOYS

CHANGES FROM *NO REMORSE*

In *Crusader: No Regret*, several player weapons have been deleted (BA-40, BA-41 and RP-22) and others added (BK-16, LNR-81, XP-5).

Also, the amount of damage delivered by each weapon has changed, mostly for the better. The balancing factor to this is that, as a general rule, enemies are now stronger, and their primary weapon is more deadly.

CATEGORY EXPLANATIONS

Type. Brief, general description of the weapon type.

Weapon Category. What class of weapon the item falls under — projectile, energy-beam weapon, explosive or rocket. Number of shots that can be fired per cartridge. This only applies to projectile weapons and rocket launchers (and not energy weapons). Therefore, it is only listed for projectiles.

Projectile weapons use standard-piece ammunition (bullets, shotgun shells, grenade launchers or explosives). Energy-beam weapons fire energy beams or pulses generated by a chemical or fusion energy cell worn by the soldier. Rockets are rocket launchers, simply enough.

First Mission Available. First mission in which you can find this item. For example, "3" for the AC-88 means that you can find a Reaper somewhere in Mission 3. In some cases, only specific missions in which you'll find this weapon are listed.

Ammo Type. Type of ammunition clip (or beam) used by this weapon.

Shots/Clip. Number of shots that can be fired per cartridge. This only applies to projectile weapons and rocket launchers (and not energy weapons). Therefore, it is only listed for projectiles.

Projectiles/Shot. Number of projectiles fired each time the trigger is pulled.

Rate of Fire. Maximum number of shots that can be fired per second.

Damage/Shot. Maximum possible damage delivered by one shot. Some weapons (SG-A1, AC-88 and AR-7) fire multiple projectile each time you pull the trigger. In such cases, the total damage delivered varies, depending on how many projectiles actually hit the target. The number listed in **Quick Weapon Reference** (p. 21) reflects the damage per individual projectile. Since projectile fan out, a shot fired at close range will probably score more "hits" than one at long range.)

For explosive weapons, this statistic is given as "Damage/Blast."

Mech Damage. How much damage is done to servomechs by one shot of this weapon.

Energy Use. The number of battery units per shot drained by using this item.

Shield Cost. How many energy points are subtracted from any shield's power (battery) level each time it is hit by this weapon.

Effective Shields. Shield types that protect against this weapon.

Effective Range. The maximum distance (in meters) from which this weapon can inflict damage.

Blast Radius (explosives only). The effective radius of the explosive (in meters) when it strikes its destination. Any target or destructible object within this radius receives damage.

Maximum Energy Units (batteries only). The maximum number of battery units that can be stored in this battery.

WEAPON	FIRST MISSION AVAILABLE*	WEAPON	FIRST MISSION AVAILABLE*
GL-303	1	BK-16 Crystallizer	4 (3)
RP-32 Pacifist	1	PL-1 Unifier	5
SG-A1 Conformer	1	XP-5 Broiler	6 (4)
PA-31 Adjudicator	2	AR-7 Rico	7 (6)
EM-4 Vortex	3 (2)	UV-9 Pulsar	7
AC-88 Reaper	3	LNR-81 Liquefier	8 (7)

* Missions in parentheses indicate that the weapon is also available in the earlier mission, but is well hidden.

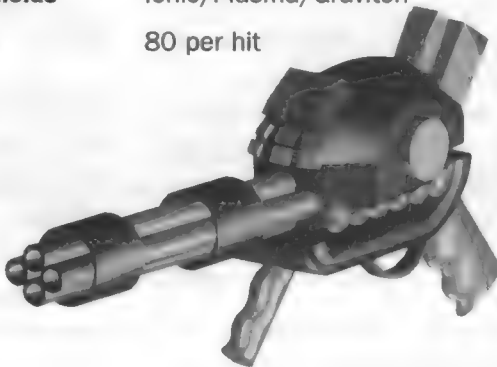
Projectile Weapons

AC-88 Reaper

One of the most devastating anti-personnel weapons in the WEC arsenal, the AC-88 is a variation of the SG-A1 Conformer. Its improved semiautomatic action gives it a refire rate more than double that of the SG-A1.

- Rapid-fire shotgun (6 shots per second)
- Devastating anti-personnel weapon
- Capable of delivering a great deal of damage in indoor areas
- High-accuracy weapon

Type	Riot Gun
Weapon Category	Projectile
First Mission Available	3
Loaded Weight	3.25 kilos
Effective Range	20 meters
Ammo Type	Shotgun shell
# Shots/Clip	12
# Projectiles/Clip	12
Rate of Fire	6 shots/sec.
Damage/Shot	15-20 per projectile, 12 projectiles per shot
Mech Damage	1/3
Blast Radius	-na-
Effective Shields	Ionic/Plasma/Graviton
Shield Cost	80 per hit



AR-7 Rico

The AR-7 projectile is a low-power canister shell that splits into three self-propelled micro-missile projectiles shortly after firing. Each projectile fans an arc roughly 45 degrees and spreads damage through a two-meter radius.

- Designed for anti-sniper, anti-siege and recon-by-fire applications
- Penetrates any shield type
- Excellent for wide-area destruction and against embedded enemy locations

Type	Rocket Launcher
Weapon Category	Rocket
First Mission Available	7 (also 6, but well hidden)
Loaded Weight	3.25 kilos
Effective Range	120 meters
Ammo Type	AR-7 clip (rocket)
# Shots/Clip	8
# Projectiles/Shot	3
Rate of Fire	6 shots/sec.
Damage/Shot	45-80 per projectile, 3 projectiles per shot
Mech Damage	Full
Blast Radius	2 meters
Effective Shields	None
Shield Cost	-na-



BK-16 Crystallizer

One of the most technologically advanced projectile weapons to date, the BK-16 fires a low-velocity 12 cm cartridge. When the projectile impacts, it creates a field around the target that inhibits all molecular motion. The end effect freezes the victim and is equivalent to exposing him/her/it to several minutes of near absolute-zero temperatures.

- Biological molecular weapon
- Kills humans instantly (flesh becomes brittle, can then be shattered)
- Delivers massive and irreparable damage to mechanical circuitry and hydraulic systems

Type	Molecular Inhibitor
Weapon Category	Biological Projectile
First Mission Available	4 (also 3, but well hidden)
Loaded Weight	6.7 Kilos
Effective Range	30 meters
Ammo Type	BK-16 clip (molecular inhibitor)
# Shots/Clip	12
# Projectiles/Shot	1
Rate of Fire	3 shots/sec
Damage/Shot	75-100
Mech Damage	Full
Blast Radius	1 meter
Effective Shields	Graviton
Shield Cost	500 per hit

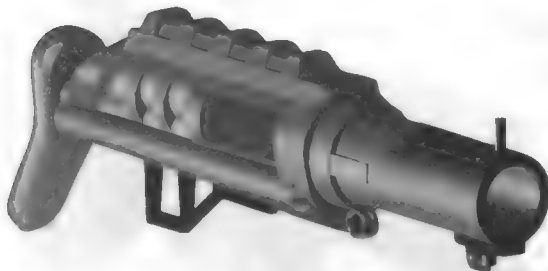


GL-303

Every WEC fire team has at least one member that carries the GL-303. It is also used extensively by police and anti-terrorist units. The standard ammunition projectile consists of a grenade that combines concussion damage with incendiary capabilities.

- Concussion and incendiary damage
- Spreads flaming shards in a sphere

Type	Grenade Launcher
Weapon Category	Projectile
First Mission Available	1 (also on freighter)
Loaded Weight	4 kilos
Effective Range	50 meters
Ammo Type	GL-303 clip (rocket)
# Shots/Clip	10
# Projectiles/Shot	1
Rate of Fire	1 shot/sec.
Damage/Shot	200
Mech Damage	Full
Blast Radius	3 meters
Effective Shields	None
Shield Cost	-na-



LNR-81 Liquefier

This weapon fires cartridges that carry a highly classified, chemical catalyst designed to destroy a wide spectrum of complex molecular bonds. The catalytic agent is released via a localized concussion charge that ignites upon impact.

The Liquefier is capable of breaking down flesh into a small accumulation of semi-solid matter in less than a second. The cartridge is also effective against mechanical targets; it causes chain transmutations in alloys and synthetic materials that render most electro-mechanical devices useless.

- Instantaneous biological/chemical weapon
- Breaks covalent and ionic bonds and implodes atomic matter
- Effective against both organic and synthetic materials

Type	Catalytic Cartridge
Weapon Category	Projectile
First Mission Available	8 (also 7, but well-hidden)
Loaded Weight	3.4 kilos
Effective Range	50 meters
Ammo Type	LNR-81 clip (molecular projectile)
# Shots/Clip	10
# Projectiles/Shot	1
Rate of Fire	4 shots/sec.
Damage/Shot	125-150
Mech Damage	Full
Blast Radius	-na-
Effective Shields	Graviton
Shield Cost	1250 per hit



RP-32 Pacifist

The standard infantry weapon for all WEC military forces, the RP-32 can be fitted with optical or electronic sights. It is formed entirely of ballistic-grade plastics and fires a frictionless, caseless .30 projectile. Standard options include shoulder sling and bipod-mount.

- Standard infantry weapon
- Fires three projectiles per shot
- Good damage potential
- Good refire rate
- Magnetic ammunition feed system

Type	Semi-Automatic Assault Rifle
Weapon Category	Projectile
First Mission Available	1
Loaded Weight	2.4 kilos
Effective Range	50 meters
Ammo Type	RP-32 clip (.30 caliber slug)
# Shots/Clip	60
Rate of Fire	10 shots/sec.
Damage/Shot	18 to 25 per projectile, 3 projectiles per shot
Mech Damage	1/3
Blast Radius	-na-
Effective Shields	Ionic/Plasma/Graviton
Shield Cost	75 per hit

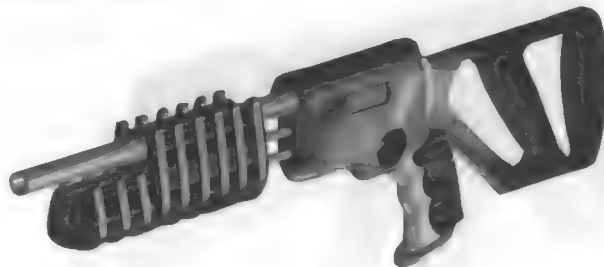


SG-A1 Conformer

This deadly anti-personnel weapon is standard issue for riot control and urban security units. It fires a 13-gram fragmenting shell, and carries a 12-projectile magazine. It is one of two shotguns in the WEC arsenal (the other is the AC-88 Reaper).

- Slow refire rate
- Excellent damage potential
- Teflon-coated shells
- Automatic load system

Type	Shotgun
Weapon Category	Projectile
First Mission Available	1
Loaded Weight	3.1 kilos
Effective Range	20 meters
Ammo Type	SG-A1 clip (shotgun shells)
# Shots/Clip	12
# Projectiles/Shot	12
Rate of Fire	2 shots/sec.
Damage/Shot	15-20 per projectile, 12 projectiles per shot
Mech Damage	1/3
Blast Radius	-na-
Effective Shields	Ionic/Plasma/Graviton
Shield Cost	80 per hit



Energy Weapons

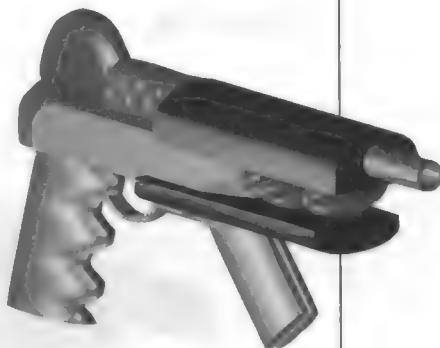
All energy weapons must be powered by an external battery or similar power supply. Each shot drains a certain number of battery units from your chemical, fission or fusion battery. Whenever you find an energy cell, it boosts your overall battery level and provides power for energy-based weapons and shields.

EM-4 Vortex

Designed as an anti-servomech weapon, the EM-4 also has effective applications against organic targets. Its concentrated electromagnetic pulse temporarily nullifies the offensive capability of servomechs and incinerates unprotected soft targets.

- Fires concentrated electromagnetic pulses
- Temporarily scrambles gyroscopic mech guidance mechanisms
- Inflicts severe burns on organic targets
- Excellent against both servomechs and human targets

Type	Electromagnetic Pulse Rifle
Weapon Category	Energy beam
First Mission Available	3 (also 2, but well hidden)
Loaded Weight	4.4 kilos
Effective Range	150 meters
Ammo Type	Electromagnetic radiation (battery-driven)
Rate of Fire	3 shots/sec.
Damage/Shot	50-75
Mech Damage	Full/ Disoriented 1/3 of time
Energy Use	200
Blast Radius	1 meter
Effective Shields	Graviton
Shield Cost	750 per hit

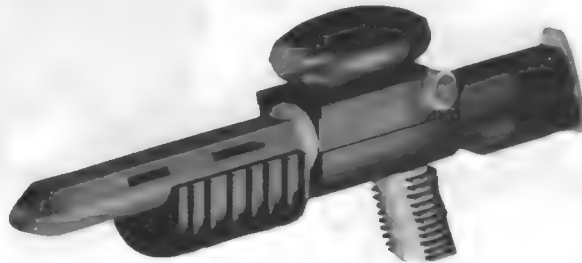


PA-31 Adjudicator

One trooper in each WEC infantry squad is code-designated as the "lightning rod" and carries this weapon. The WEC also trains special-forces "lightning teams" whose members all carry the PA-31s as their standard arm. These squads are used for anti-armor, attacks on armored emplacements, and special missions.

- Effective against robots and ambulatory weapons platforms
- Automatic-fire weapon
- Delivers an intense and rapid-pulse beam
- Advanced focusing chip provides high refire rate
- Leaves victims and their possessions intact

Type	Laser Rifle
Weapon Category	Energy beam
First Mission Available	2
Weight	2.22 kilos
Effective Range	50 meters
Ammo Type	Laser beam (battery-driven)
Rate of Fire	5 shots/sec.
Damage/Shot	45-60
Mech Damage	Full
Energy Use	45
Blast Radius	-na-
Effective Shields	Plasma, Graviton
Shield Cost	400 per hit

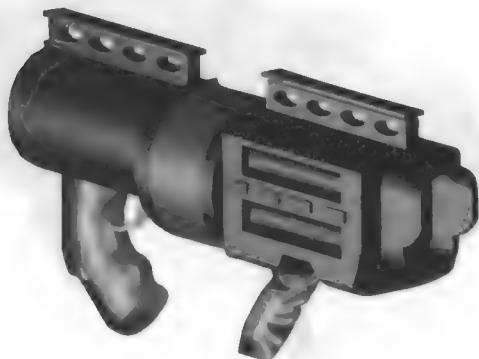


PL-1 Unifler

The only WEC plasma-based rifle, this weapon fires superheated plasma pulses along a condensed magnetic field. A direct hit from a PL-1 literally reduces a non-shielded carbon-based target into a small clump of organic residue.

- Plasma balls flare to 1200 degrees centigrade
- Direct hit can disintegrate non-shielded human targets
- Extremely effective against vehicles and servomechs
- Capable of firing up to 12 shots per second

Type	Plasma Rifle
Weapon Category	Energy beam
First Mission Available	5
Weight	3.7 kilos
Effective Range	40 meters
Ammo Type	Plasma stream (battery-driven)
Rate of Fire	12 shots/sec.
Damage/Shot	25-30
Mech Damage	Full
Blast Radius	-na-
Energy Use	80
Effective Shields	Plasma, Graviton
Shield Cost	300 per hit



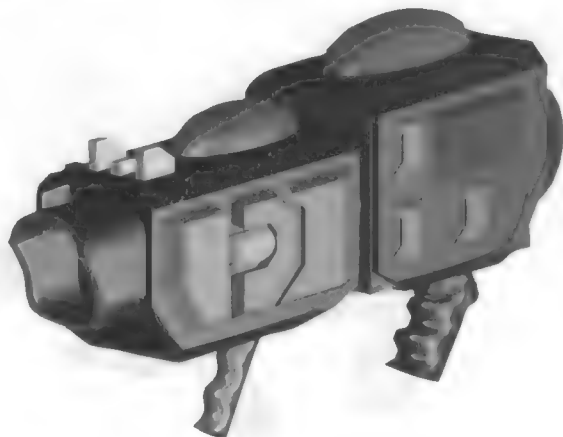
UV-9 Pulsar

On the verge of approval for standard WEC issue, the UV-9 generates a concentrated pulse of ultraviolet energy. Each pulse has an extreme incendiary effect on anything it impacts, and is capable of disintegrating all flesh from an unarmored human target.

Experimental heavy-weapons units are expected to be among the first groups to receive the UV-9.

- Fires pulse of concentrated ultraviolet energy
- Extreme incendiary effect on any substance
- High damage potential

Type	Ultraviolet Rifle
Weapon Category	Energy beam
First Mission Available	7
Weight	5.7 kilos
Effective Range	50 meters
Ammo Type	Ultraviolet pulse (battery-driven)
Rate of Fire	2 shots/sec.
Damage/Shot	250
Mech Damage	Full
Energy Use	210
Blast Radius	1 meter
Effective Shields	Graviton
Shield Cost	2500 per hit

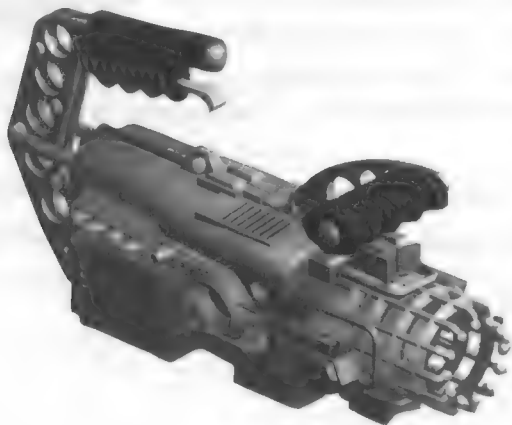


XP-5 Broiler

This experimental weapon fires an intense and tightly-focused microwave pulse. This charge is powerful enough to literally liquefy the flesh of an unprotected human target. Against mechanical targets it is also extremely effective, producing damage effects comparable to extreme heat, as well as disrupting and destroying most electromagnetic processes.

- Uses super-high-frequency microwave pulses
- Affects both flesh and electromagnetic systems

Type	Microwave Projector
Weapon Category	Energy Beam
First Mission Available	6 (also 4, but well hidden)
Weight	1.1 kilos
Effective Range	85 meters
Ammo Type	Microwave beam (battery-driven)
Rate of Fire	10 shots/sec.
Damage/Shot	100-125
Mech Damage	Full
Blast Radius	-na-
Energy Use	140
Effective Shields	Graviton
Shield Cost	900 per hit



Demolition Weapons and Explosives

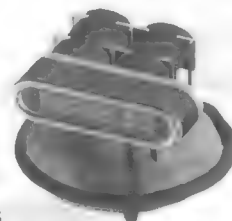
Explosives are localized detonations that deliver intense damage. They're specifically useful for eliminating systems or hardware devices, setting pedestrian traps in high-traffic areas, or preparing areas for territory denial.

EXPLOSIVE	DAMAGE/ BLAST	BLAST RADIUS (IN METERS)	FIRST MISSION AVAILABLE
Detpac	150	2	1
Disruptor	100	1	1
Limpet/Land Mine	100	2	1
Mine-Det	-na-	-na-	1
Pocket Betty	150 x 4	3	1
Spider Bomb	150	3	1
Spider Mine	150	3	1

The largest disadvantage to using explosives is the likelihood of peripheral damage. Demolition weapons cause debris to fly unpredictably within a specified blast radius, and many personnel have been harmed because they could not evacuate the target area quickly enough.

Detpac

The standard-issue WEC military satchel charge, a detpac comprises the actual explosive and a remote radio detonator. The useful range of the radio detonator for the detpac is listed as 50 meters in non-obstructed conditions. When used indoors or in heavily forested areas, however, the range is much less.



- Remote detonation
- Useful when a small explosive charge is needed

Weapon Category Explosive

First Mission Available 1

Damage/Blast 150

Blast Radius 2 meters

Effective Shields None

Disruptor

This munition is specifically used to sabotage incoming teleporter platforms. When incoming signals are detected, the disruptor activates and interfuses the teleporter signal. The scrambled result destroys the arriving personnel, but leaves the platform intact.



- Completely eliminates personnel

Weapon Category Explosive

First Mission Available 1

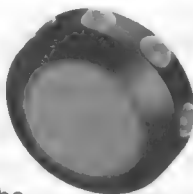
Damage/Blast 100

Blast Radius 1 meter

Effective Shields None

Limpet/Land Mine

The limpet mine is one of the most useful and overlooked small explosive devices in use today. A single soldier can carry several without difficulty, and the devices are extremely easy to place and set. A built-in electro-static generator keeps the mine in place, as long as it's in a horizontal position. The user simply steps on the mine to activate it, and has a second or two to vacate the blast radius. Then, the motion detection system kicks in, and the next motion detected detonates the mine.



- Lightweight
- Excellent means of confining an enemy

Weapon Category Explosive

First Mission Available 1

Damage/Blast 100

Blast Radius 2 meters

Effective Shields None

Mine-Det

This is a single-use, hand-held detonator that can be used to detonate limpet and spider bombs from a distance. Each mine-det can only be used once — this design feature denies re-use of this item by enemy units.



- Detonates limpet mines, enemy spider bombs, spider mines and detpacs
- Single-use detonator

Weapon Category Explosive

First Mission Available 1

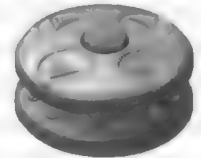
Damage/Blast -na-

Blast Radius -na-

Effective Shields -na-

Pocket Betty

The pocket betty originated as a grenade explosive, but was re-engineered with mine capabilities. Lighter than conventional “throw-and-blow” weapons, this defensive munition is easily transportable. However, it must be manually detonated. Upon detonation, the shell fractures and releases four individual minelet projectiles. Each submunition detonates as well upon impact.



- Multi-projectile detonation
- 3-meter blast radius

Weapon Category Explosive

First Mission Available 1

Damage/Blast 150 per minelet, 4 minelets per unit

Blast Radius 3 meters

Effective Shields None

Spider Bomb

The spider bomb is a mobile version of the limpet mine and can literally "walk" to the point of detonation with its mechanized legs. The user simply sets down this explosive, and it moves toward the nearest target.

- Mobile explosive that can turn corners/enter rooms
- Can be disabled with a shot from a projectile or energy weapon

Weapon Category Explosive

First Mission Available 1

Damage/Blast 150

Blast Radius 3 meters

Effective Shields None

Spider Mine

Almost identical in construction to the spider bomb, the spider mine has a built-in motion sensor and possesses simple mobility. When a target moves close enough to be detected, the mine activates its internal homing guidance system and positions itself close to the enemy before detonation.

- Semi-mobile
- Homes in on nearby enemies
- Has shields, but is vulnerable to mine-dets

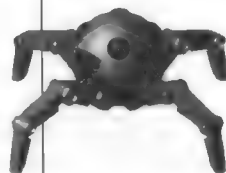
Weapon Category Explosive

First Mission Available 1

Damage/Blast 150

Blast Radius 3 meters

Effective Shields None



Other Equipment

Shields and other energy defenses must, like energy weapons, run off of an external battery. Normal energy cells recharge whatever battery types you happen to be carrying.

Energy Shields

The first rudimentary energy shield was patented in 1997 and required several 220-volt power supplies. Early versions were typically used to guard non-mobile objects against detonation devices.

Later, advances in power-cell technology allowed the development of personal energy vests. The three common types are the ionic shield, the plasma shield and the graviton shield. All three use interchangeable connectors and can energize using chemical, fusion and fission batteries.

The most recent energy shield development is the radiation shield, which protects the wearer against many forms of harmful radiation.

SHIELD TYPE	MISSION AVAILABLE*	ENERGY USE (JOULES/SEC)
Ionic	1	-na-
Plasma	4 (3)	-na-
Graviton	7 (6)	-na-
Radiation	2, 3, 6	100

All combat-ready units are now required to wear standard energy shields, even in peacetime. However, only one shield type may be worn at a time.

* Missions in parentheses indicate that the shield is also available in the earlier mission, but is well hidden.

Shield	Effective Against ...
Ionic	AC-88, SG-A1, RP-32
Plasma	PL-1, PA-31 AC-88, SG-A1, RP-32
Graviton	AC-88, SG-A1, PA-31, PL-1, RP-32, EM-4, UV-9, BK-16, LNR-81, XP-5
Radiation	Many sources of radiation (Di-Cor, generators, etc.) Not effective against weapons

Ionic Shield

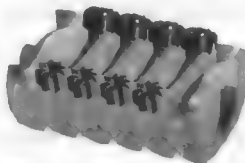
The personal ionic shield surrounds the wearer in an ionized, protective sphere. The outer "surface" of the sphere restrains highly energized electrons in a magnetic field. When ballistic projectiles strike the ionic field, the electrons absorb the kinetic energy and use it to maintain shield integrity. Although some multi-projectile shots may partially penetrate this shield, the lethality of the hit is negated or at least greatly reduced.



First Mission Available 1

Plasma Shield

Another simple energy vest, the plasma shield shrouds the user in a sphere of transparent plasma. More efficient than the ionic shield, it stalls ballistic projectiles and reduces the destructive capability of most energy weapons.



First Mission Available 4 (also 3, but well hidden)

Graviton Shield

After an intensive course of testing, the graviton shield has been approved for general WEC use. It creates a local space-time distortion around the wearer by surrounding him or her with a particle field. These particles are fed through a field-shaping lens that conforms to the wearer's body.

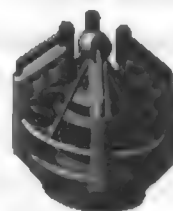


No known weapon (except explosives) can penetrate this shield type if its energy reserves are sufficient for operation. The prohibiting factor with this shield type, however, is current availability — mass production is not scheduled to begin for another month.

First Mission Available 7 (also 6, but well hidden)

Radiation Shield

The radiation shield is the electronic equivalent of the antique lead vest. Lightweight and energy-efficient, it builds a powered, electronic field around the user that repels all forms of hard radiation. The operative premise of this shield is the thickness of its electron field — most radioactive activity can not penetrate it. The initial version of this shield has a user-definable power-down setting designed to conserve power usage.



This shield does not defend against energy weapons or projectiles. It does, however, defend against most general types of radiation.

First Mission Available 2 (also 3 and 6)

Batteries and Power Cells

Batteries are necessary to run any type of electronic shield or energy weapon. WEC units currently have three types of portable, rechargeable batteries — chemical, fission and fusion. The fission battery has a power reserve twice that of the chemical battery, and the fusion battery about twice the reserves of a fission battery.

Batteries are not device-specific. Any device (whether it be a shield, inhibitor or energy weapon) can draw power from a single battery. You can recharge any battery type by picking up an energy cell.

Energy cells are disposable and non-rechargeable storage units that transfer power to normal batteries. You cannot run equipment off an energy cell, but you can replenish your battery reserves. A single cell restores any battery by about 1/3 of its total capacity.

First Mission Available. When this battery type becomes available.

Maximum Energy Units. How many energy units the battery can store when fully charged.

Chemical Battery

Due to its low power rating, the chemical battery is used to power energy-efficient electronic items. Certain servomechs, primarily Roaming Susans and Thermatrons, use the chemical battery as their main power supply and must recharge frequently.

This battery type relies on a cadmium-nickel core, which is surrounded by a standard plastic casing with two electrical nodes.

First Mission Available 1

Maximum Energy Units 2500

Fission Battery

With double the storage capacity of a chemical battery, the fission battery has been widely employed in both military and personal applications. Nearly all servomechs and WEC units carry this battery type.

Some servomechs experience power feedback problems while using the fission battery, but the cost and capacity advantages still make this the energy unit of choice for most automated personnel.

First Mission Available 6 (also 5, but well hidden)

Maximum Energy Units 5000

Fusion Battery

The fusion battery is by far the most powerful portable energy device, short of a mobile generator. It packs twice as many joules as the fission battery, and four times as many as the chemical battery.

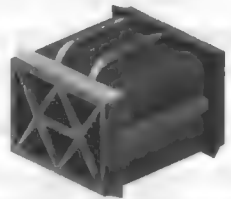
Because of its high energy potential, the fusion battery is recommended for electric land vehicles or electronic items with high power drain ratings.

First Mission Available 6 (also 5, but well hidden)

Maximum Energy Units 10,000

Energy Cell

Both portable and cheap, energy cells can recharge chemical, fusion or fission batteries. They will restore the battery's capacity by 1/3 (less if the battery becomes fully charged in the process). Each cell may only be used once; therefore, most soldiers and conscripts carry several in their personal supply backpack at all times.



First Mission Available 1

Energy Restores 1/3 of maximum power units to chemical, fission, fusion battery

BATTERY TYPE	MISSION AVAILABLE	MAX. ENERGY UNITS
Chemical	1	2500
Fission	6 (5)*	5000
Fusion	6 (5)*	10,000
Energy Cell	1	recharge 1/3 of total

* This battery is also available in Mission 5, but is well hidden.

Items

Keycard

Many of the WEC's compound doors are locked, and those who pass through them are required to carry a keycard. The card is simply inserted into a card reader, and the electronic lock system is temporarily disabled to allow the user to pass through the entrance. Cards may be red, blue, green, etc., although no real meaning is associated with each color.

- Commonly carried by guards
- Opens doors

Energy use -na-

First Mission Available 1

EMP Inhibitor

The electro-magnetic pulse (EMP) inhibitor is strictly an anti-servomech weapon and was originally designed to immobilize malfunctioning mechs. It transmits a high-powered, high-frequency pulse that interrupts standard serotonin circuitry and effectively freezes all synthetic personnel. The major disadvantage of the EMP inhibitor is its extreme power requirement. Mission types that benefit most from this device are infiltration, sabotage and other commando operations.

- Anti-servomech weapon
- High power requirements

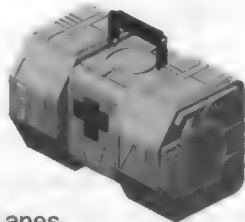
Energy Use 600 battery units per second

First Mission Available 4



Medikit

The medikit is a one-time use, electronic field dressing that temporarily treats and alleviates injuries and respiratory/toxin conditions. When applied, its built-in organic scanner assesses the extent of the damage and prescribes the appropriate action (skin-sealant, anesthetics, stimulants, antibiotics, anti-shock medications and more).



Medikits are not designed to be final treatments for such injuries or sicknesses. Protocol requires the applicant to seek out immediate medical attention as soon as the mission is completed.

The radical nature of Medikit treatment leaves open the potential for long-term side effects or delayed reactions. A medikit should only be used when the user anticipates imminent loss of consciousness or life.

- Self-powered (needs no external power supply)
- Temporary treatment of surface injuries, respiratory problems and contact sicknesses
- Built-in injury assessment module

First Mission Available 1

Cyber-Pick

A magnetic lockpick, this one-time intrusion device can decode and override most electromagnetic security lock systems (such as keycard readers or number pads). When used correctly, its decryption algorithm matches itself to the lock on which it is used. This mutation is permanent, and the cyber-pick may not be used again.



- Picks any one keycard slot or number pad.

First Mission Available 2

Datalink

The datalink is a portable computer and communications device that stores mission and intelligence information and retains a secure satellite link. Encrypted messages feed into the device and give the user up-to-date battle information.

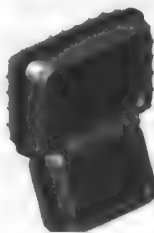
- Personal computer/comm device

Energy Use None

First Mission Available 1

VIR Chip

The visual infrared (VIR) chip is an optional add-on for visual imaging devices and faceplate armor. It intercepts and magnifies incoming infrared beams, which are invisible to the naked human eye. The user may experience dizziness or slight retina burns after extensive chip use, but WECMed has approved the device under the condition that personnel realize an 8-hour-per-day cap on usage.



- Makes infrared light visible

Energy Use 100 battery units per second

First Mission Available 1

WHO'D I JUST KILL?

In *Crusader: No Regret*, you'll find some of the same enemies that appeared in *No Remorse* — servomechs, scientists, human grunts and armed personnel — and many new threats as well. Most of them are still capable of injuring you (except, of course, scientists and civilians).

You'll realize early on that dead bodies aren't nearly as profitable anymore — at least from a credit standpoint, since there is no black market. The good news is that victims have extra room to carry more useful items (like ammo for the new BK-16 and LNR-81).

This section gives stats and descriptive info on everyone and everything you'll face in the game. You can use this data to help identify how hard an opponent is to kill, its skills relative to other enemies, what it might carry, and so on.

Opponent Statistics

Missions. Mission (or missions) in which this opponent appears.

Hit Points. Number of life points (for humans) or the number of structural integrity points (for robots) that opponents have. When damage reduces this number to zero, the person or robot dies. If a range is listed for an opponent (such as 75 - 100 for Executives), the actual number of hit points is random within this range.

Primary Weapon. The weapon usually used by this opponent.

Secondary Weapon. Opponent's secondary attack weapon. The secondary one is more deadly than the primary weapon, and only used in critical areas in certain parts of the game.

Skill. Combat level — Very Weak/Weak/Moderate/Dangerous/Deadly/Very Deadly.

Defenses. Special protection (such as shields or reduced damage). Note that mechs almost always have a defense against certain types of damage (for instance, many only take 1/3 damage from normal projectiles).

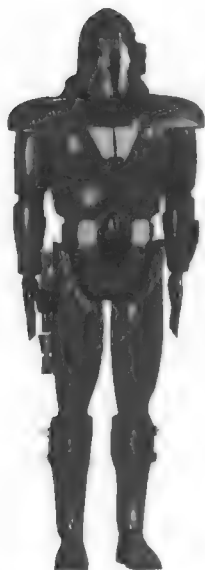
Loot. Supplies possibly carried by this person. When the opponent dies, the corpse may contain certain items, such as ammunition or medikits. What appears is determined on a percentage basis.

Percentages vary according to skill level. When four percentages are separated by slashes, they represent the chance of that loot at each skill level. On a dead Guard, for example (RP-32 shells 50%/40%/25%/40%, p. 65), you have a 50% chance of finding an RP-32 clip while playing in *Mama's Boy* mode (skill level 1), but only a 25% chance of finding one in *Loose Cannon* mode (skill level 3).

When you kill certain enemy types, the game is smart enough to check and see if you're running dangerously low on hit points or battery power. If so, there's a decent chance that you may find a medikit or energy cell. Healthy Silencers, however, won't get this advantage.

OPPONENT	MISSIONS	HIT POINTS	PRIMARY WEAPON	SECONDARY WEAPON	SKILL
<i>Servomechs</i>					
Android	Any	150-200	PA-31	PL-1	Dangerous
Courier	Any	35-50	EM-4	PL-1	Moderate
Solartron	5-10	450-500	UV-9 (two)	GL-303 (two)	Very Deadly
Roaming Susan	Any	50	BA-41	PA-31	Weak
Thermatron	1-4	130-145	RP-32	SG-A1	Moderate
Vetron	3-5	250-275	PA-31	GL-303	Deadly
<i>Avatron*</i>	1-4	200-300	PA-31	AC-88	Deadly
<i>Cryoton</i>	7-10	250-300	BK-16	None	Deadly
<i>Cametron</i>	4-10	250-300	AC-88	LNR-81	Very Deadly
<i>Personnel</i>					
<i>LMC Guard</i>	1-3	50-75	RP-22	RP-32	Moderate
Stormtrooper	3-6	100-125	SG-A1	PA-31	Dangerous
Elite Stormtrooper	5-8	125-150	PA-31	PL-1	Deadly
Enforcer	7-10	150-175	UV-9	GL-303	Deadly
<i>HQ Elite</i>	10	175-200	UV-9	GL-303	Very Deadly
Civilian	Any	10	None	None	Very Weak
Executive	5-10	75-100	EM-4	BK-16	Moderate

* Italicized opponents are new (did not appear in *Crusader: No Remorse*).



(In *Crusader: No Regret*, you are a Silencer. You don't fight any of your own kind, however.)

Silencer

Definitely not conventional forces, Silencers are killing machines trained to be the ultimate soldiers. Silencers are rare among Consortium forces, and those that do exist carry out elite mission assignments and remain anonymous for the duration of their enlistment. They are highly educated in the intricate arts of combat and mission strategies, martial arts, information extraction, survival and target elimination.

Silencers are given complete freedom to choose their own weapons and equipment, but are always trademarked by their unique uniform of rigid polanium armor plates. Silencers are not restricted to any particular offensive or defensive items and can freely choose from the weapons in the WEC arsenal. The Silencer is a foe to be reckoned with, and has few known weaknesses.

Missions	-na-
Hit Points	150 (if in perfect health)
Primary Weapon	Variable
Secondary Weapon	Variable
Skill	Very Deadly
Defenses	Plasma shield, rigid-polanium armor
Loot	Variable

Automated Personnel

Servomechanical robots are able perform any complex repair task that can be turned into machine code, including electronic diagnostics, mechanical troubleshooting, repair work, surgery, etc.

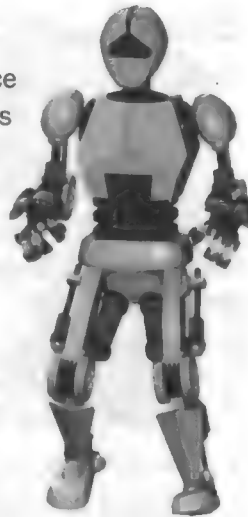
Servomechs best utilize their potential as security devices. Formally known as "anti-personnel weapon platforms," they have an array of exterior cameras and sensors capable of detecting both motion and organic presence. The accuracy rate is close to 99.5%, and very few cases exist in which intruders were successfully able to penetrate servomech defenses.

As well as an expert sensor suite, most servomechs have mounted arms. In mech-dominated forces, at least one human is always assigned to manage a group.

MS-110 Android

The human-like Android is a common maintenance servomech. Their pseudo-organic appearance was originally intended to smooth human-servomech relations and increase user-friendliness.

(Most other robotic creatures, by contrast, have abandoned all humanoid features.) Some Androids, especially those assigned to work in sensitive areas, are capable of carrying and effectively using small arms.

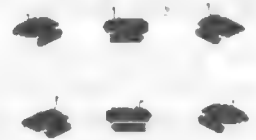


- If there's a watch station nearby, you can sometimes use it to gain control of an Android (or other certain mechs at different points in the game). This comes in handy when there's a deadly mech nearby — you can weaken it by using a commandeered mech's firepower.
- Androids carry a laser with a quick refire, which means you don't have a lot of time to expose yourself to its fire. Try to keep your distance and launch a GL-303 grenade at it.
- Avoid using small projectile weapons. They take too long to reload compared to the Android's laser, and they inflict too little damage. They also require entering the Android's line of sight, which you'd rather avoid.
- Lasers or shotguns work well against Androids. On easier difficulty levels, both can take one out with a single shot.
- Androids move faster than most servomechs.

Missions	Any
Hit Points	150 - 200
Primary Weapon	PA-31 laser
Secondary Weapon	PL-1 Unifier
Skill	Dangerous
Defenses	Absorbs only one-third the normal damage from bullets and shotgun blast
Loot	None

CS-35 Roach Courier

These small, low-profile servomechs are designed to carry messages and light cargo around a site. Recently, some have been issued with an integral small-arms mount.



The "Roach" nickname stems from the fact that the CS-35 has a poor navigation guidance system and often rolls underfoot when personnel are around.

- Roach couriers can be fairly tough in numbers. On fast computers, their weapons fire more quickly, and two couriers can pin you down if you're not careful.
- You can blow up a Roach courier by stepping on it.
- Couriers don't dodge or move when you're firing at them ... they simply obtain line of sight and start shooting.
- Almost any weapon you have can take out one of these guys. Your first concern, however, should be to position yourself so that you can avoid their fire.
- Unless you're about halfway through the game, you won't have the appropriate shield type to protect yourself against the EM-4. (You need the plasma or graviton shield.)

Missions	Any
Hit Points	35 - 50
Primary Weapon	EM-4 Vortex
Secondary Weapon	PL-1 Unifier
Skill	Moderate (note its weapons)
Defenses	Absorbs one-third the normal amount of damage from bullets and shotgun blast
Loot	None

APP-5200 Solartron

The Solartron has both a devastating UV-9 microwave projector and a GL-303 grenade launcher mounted on its frame, and it is the heaviest anti-personnel platform ever produced for security purposes. This dual-weapon capability can defend against almost all intruders and provides excellent point-defense at both short and long range. With almost twice the armor protection of the original Vetron, it has quickly become a favored defense platform.



- The GL-303 grenade launcher or AR-7 rocket launcher is your best offense against the Solartron. Later in the game (after Mission 7), you'll find the UV-9 quite effective as well.
- Occasionally, the Solartron will fire a rocket at you, but not often.
- Solartrons are usually positioned near an Android. In some cases, you can find a nearby watch station that lets you take control of the Android and turn it against the Solartron.
- Even if you have a powerful battery and shield, you can't defend yourself for very long against this mech's UV-9. Stay hidden.
- When facing multiple Solartrons, use cover and roll out and shoot in cycles to pick them off one by one without getting killed.

Missions	5 - 10
Hit Points	450 - 500
Primary Weapon	UV-9 laser (2 of them)
Secondary Weapon	GL-303 grenade launcher (2 of them)
Skill	Very Deadly
Defenses	Absorbs one-third the normal amount of damage from bullets and shotgun blast
Loot	None

MS-40 Roaming Susan

The Roaming Susan is most commonly used for simple maintenance repairs and light cleaning duties. Optional programming and hardware allow a light weapon to be mounted for emergency site defense. Most MS-40s carry at least one weapon, although all new production versions have both primary and secondary weapons.



- This is a basic servomech armed with light projectile weapon, so it's really not too tough. You can use any weapon you have against its light armor. An RP-32 or UV-9 usually does the trick.
- Consistent with their name, Roaming Susans wander randomly around the compound. You'll almost always find them on the move. If you really have to, you can outrun them.
- Roaming Susans will fire as soon as they spot you. If they're firing projectiles, however, you can sometimes run by them while they're reloading.

Missions	Any
Hit Points	50
Primary Weapon	BA-41 automatic pistol
Secondary Weapon	PA-31 Adjudicator
Skill	Weak
Defenses	Absorbs one-third the normal amount of damage from bullets and shotgun blast
Loot	None

APP-4400 Thermatron

The successor to the 4100, the 4400 has maintained its reputation as one of the most effective combat servomechs available. Its heavy armor, compounded with RP-32 and SG-A1 projectile weapon capability, make it an excellent defensive robot, as long as it operates near a battery recharge generator. Typically, the Thermatron is used to guard secured entries and other sensitive areas.

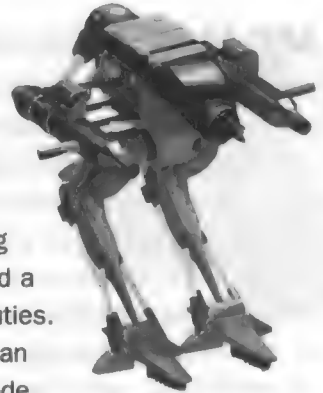


- You can use your small arms to take out Thermatrons, but you need to take them out quickly.
- Multiple Thermatrons are bad news. If you find yourself outnumbered, try firing your AR-7 from a safe, guarded position. If you're low on this ammo type, switch to a scatter-shot projectile weapon (such as the AC-88 or SG-A1).

Missions	1 - 4
Hit Points	130 - 145
Primary Weapon	RP-32 rifle
Secondary Weapon	SG-A1 shotgun
Skill	Moderate
Defenses	Absorbs one-third the normal damage from bullets and shotgun blast
Loot	None

APP-4210 Vetron

One of the oldest servomechs still in service, the APP-4210 was the first autonomous security anti-personnel platform to come into use. It has not seen extensive redesign or improvement during its production history, but it has remained a reliable standby for simple servomech duties. Current models are normally armed with an integral PA-31 laser and/or GL-303 grenade launcher.



- The Vetron comes in several varieties, armed with either the PA-31 laser or GL-303 grenade launcher. You need to take it out quickly in both cases.
- Rarely do more than two Vetrons appear at any given time. For multiple mechs, try tossing a couple of grenades their way.
- Energy weapons consume too much power for you to take out a Vetron with them, at least at the two highest difficulty settings.
- If you're using your RP-32 against this mech, be prepared to expend a lot of ammo. You might try using an EMP Inhibitor if you have one. This will give you a window in which to fire off a lot of shots and attack the Vetron while it's paralyzed.
- If the Vetron has a direct line of sight on you, it will fire. If you move, it will fire off several more shots, then stop. If you're hidden behind boxes or other light cover, take care. These extra shots may penetrate your cover and damage you.

Missions	3 - 5
Hit Points	250 - 275
Primary Weapon	PA-31 laser
Secondary Weapon	GL-303 grenade launcher
Skill	Deadly
Defenses	Absorbs only one-third the normal damage from bullets and shotgun blast
Loot	None

APP-4450 Avatron

Final Beta testing for the APP-4450 was completed last month, and full production versions are ready for distribution.

The Avatron is smaller than most other servomechs, lightly armed, and inexpensive compared to its counterparts.

Designed as a mid-range APP option, its capabilities fall somewhere between those of the Android series and Solartron series mechs.



- Try to get the Avatron while it's in a mech bay. It's most vulnerable there. Early on, the AR-7 and grenade launcher work well for this kind of attack.
- If you spot an Avatron, chances are that you'll also find Di-Cor nearby. Shooting up a barrel next to one of these mechs is a good way to waste it. (This works against other servomech types as well.)
- Like other mechs, Avatrons only shoot when crouched. Try to hit them while they're moving.

Missions	1 - 4
Hit Points	200 - 300
Primary Weapon	PA-31 Adjudicator
Secondary Weapon	AC-88 Reaper
Skill	Deadly
Defenses	Absorbs one-third the normal damage from bullets and shotgun blast
Loot	None

APP-5100 Cryoton

The Cryoton is the first of the advanced-weapon platforms to be approved for general release. Forged from a new prolium alloy, it is an extremely light platform, with armor only slightly heavier than that of the Vetron. APP-5100s are commonly deployed in areas where organic resistance is expected — its mounted BK-16 Crystallizer is capable of disintegrating any form of carbon-based life.

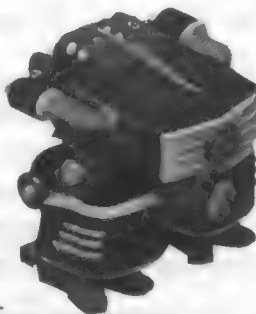


- Don't be too scared of this mech. It's lightweight enough that even an RP-32 can take one down without a lot of trouble.
- Give this mech a taste of its own medicine if you have the BK-16. Otherwise, try your AC-88 Reaper.
- By the time you see the Cryoton, you've probably got the Graviton shield. It should defend you against his BK-16.
- As a general rule, taking mechs out while they're in their bays is a favorable method of attack. Even if the bays are protected by force fields, grenades provide enough secondary damage to take out the mechs behind them.

Missions	7 - 10
Hit Points	250 - 300
Primary Weapon	BK-16 Crystallizer
Secondary Weapon	None
Skill	Deadly
Defenses	Absorbs one-third the normal damage from bullets and shotgun blast
Loot	None

APP-7200 Cametron

Still in the experimental prototype stage, the Cametron is expected to revolutionize the field of servomech stealth technology. Sources say that this innovative, intelligent servomech is being developed strictly for intelligence and sensitive-point defense. The chameleon of the mechs, the APP-7200 possesses the unique capability of being able to temporarily morph itself into an ordinary object.



- The Cametron is a serious threat. Watch stations, generators and even soda machines can suddenly morph into Cametrans.
- The Cametron can strip your shields on higher skill settings.
- If the Cametron is in a mech bay, try placing a spider mine in front of it. The guided ones (easily recognizable because they're gold) will automatically home in on the mech once it moves out of the bay.
- An AC-88 works fairly well against this mech.
- Compared to other mechs, the Cametron is pretty slow. If you're pinched for ammo or are in a hurry, you should be able to maneuver around one.
- The PA-31 works well against the Cametron. It's accurate, but you'll need a lot of battery power to wear down this mech.

Missions	4 - 10
Hit Points	250 - 300
Primary Weapon	AC-88 Reaper
Secondary Weapon	LNR-81 Liquefier
Skill	Very Deadly
Defenses	Stealth technology of unknown operation
Loot	None

Security and Military Personnel

Crusader: No Regret has plenty of synthetic enemies that will cause you plenty of headaches. However, some of the foes you'll find are human. And some of them are *just* as bent on destroying you as their robotic counterparts are. You'd be well-advised to take special care whenever you cross the paths of a guard or Special Force soldier. Both will fight you to the death.

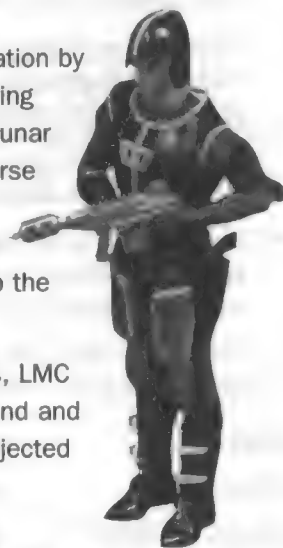
While servomechs and human guards are armed, the civilian human population has no weapons. The Maintenance Workers, Chemsuits, Office Workers, Freighter Crewmen, Mine Workers and Scientists don't pose much threat to you. The one exception is the Executive, who has an EM-4 and BK-16 stashed away in his vest holster.

Lunar Mining Cartel (LMC) Guard

As a delayed response to increased penetration by the Resistance, WEC has initiated a re-training program for all human Guards assigned to lunar mining areas. An eight-week LMC crash course has been proposed as a provisional measure until new, fully trained "green" Guards complete their basic training and transfer to the appropriate areas.

In addition to normal qualification exercises, LMC Guards will be instructed in both hand-to-hand and short-range weapon combat and will be subjected to rigorous physical training.

Recently, the standard arm for a Guard was upgraded from the BA-40 and BA-41 pistol to the RP-32 Pacifist. Some LMC Guards will also be trained in the use of the GL-303 grenade launcher. These weapon upgrades, along with intensive training, is expected to strengthen the Guard pool and bolster WEC's hold on existing territories.



- LMC Guards (and most Stormtroopers) like to sneak up on you while you're fighting, especially in Missions 2 and 6. Guard your back at all times, and close all doors that you can after passing through them. If you don't, you may get caught in crossfire. One good method to guard against this is to use mines and detpacs near the door.
- Watch out whenever you're near teleport pads. LMC Guards like to hang around them. One good defense against this is to place a disrupter on the teleporter to kill them as they come in. (At one point in Mission 9, you *must* do this.)
- Simple guns should take them out. Keep plenty of RP-32 ammo handy.
- These guys are showoffs and commonly kneel and roll as they shoot at you.
- Guards (and Stormtroopers) are smart enough to blow up spider bombs before they get close enough to do any harm.

Missions	1 - 3
Hit Points	50 - 75
Primary Weapon	RP-22 Conciliator*
Secondary Weapon	RP-32 Pacifist
Skill	Moderate
Defenses	None
Loot	RP-32 shells 50%/40%/25%/40%
	SG-A1 shells 50%/40%/25%/40%
	Medikit 20% (if your hit points drop below 100)
	Energy cube 20% (if your battery reserves drop below 2500)
	Spider Bomb 20% or Spider Mine 16% or Detpac 12% or Limpet Mine 10%

* Some may carry the GL-303 grenade launcher instead.

Special Forces Soldiers

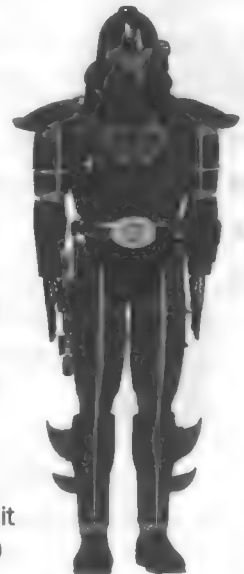
Well trained and highly motivated, Special Force soldiers come in several varieties, but all are strong contenders in battle. Only soldiers with outstanding service records and an ongoing record of loyalty are elected to participate in SF training.

For their standard-issue weapon, Special Forces soldiers can choose either the SG-A1 Conformer or PA-31 Adjudicator. Elite SF members assigned to particularly vulnerable areas are often deployed with the PA-31 or PL-1 Unifier. Certain Special Force members prefer to carry the GL-303 grenade launcher instead of traditional SF weaponry.

In combat, SF I and SF II Stormtroopers are protected against basic NBC (nuclear-biological-chemical) attacks by a standard-issue GyroNBC Plexsuit and heavy body armor.

Special Forces I (Stormtrooper)

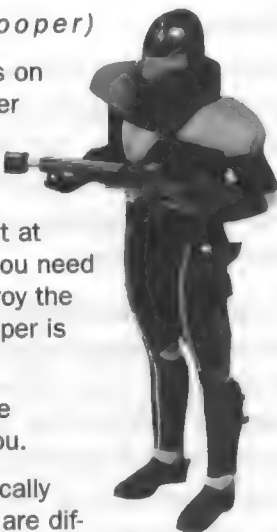
Missions	3 - 6
Hit Points	100 - 125
Primary Weapon	SG-A1 Conformer*
Secondary Weapon	PA-31 Adjudicator
Skill	Dangerous
Defenses	None
Loot	RP-32 shells 50%/40%/25%/40%
	SG-A1 shells 50%/40%/25%/40%
	BK-16 shells 10% (Mission 5 or 6)
	Medikit 20% (if your hit points drop below 50)
	Energy cube 40% (if your battery reserves drop below 2500)
	Spider Bomb 15% or Spider Mine 12% or Disrupter 4% or Detpac 10% or Mine-det 6%



* Some may carry the GL-303 grenade launcher instead.

Special Forces II (Elite Stormtrooper)

- How hard these guys are to kill depends on the difficulty setting of the game. Smaller arms work well on *Mama's Boy* and *Weekend Warrior*, but you'll need something more powerful on the other levels. Either shotgun can take them out at close range. Use your UV-9 or PA-31 if you need to, but be careful. They effectively destroy the corpse and whatever loot the Stormtrooper is carrying.
- At the two highest difficulty levels, some Stormtroopers may launch rockets at you.
- Both classes of Stormtroopers are basically souped-up LMC Guards. Their uniforms are different, however — Guards wear blue and black, and the Stormtroopers wear all-black with red visors. (Elites also sport a conspicuous flare on the leg of their uniform.)
- Use a weapon with a high refire rate. Once you kill them, however, don't expect anything too fancy on their corpses. They're notorious for giving you ammo for weapons you obtained early on and rarely use now.
- These soldiers often hide while attacking you ... especially behind doors or inside closets.

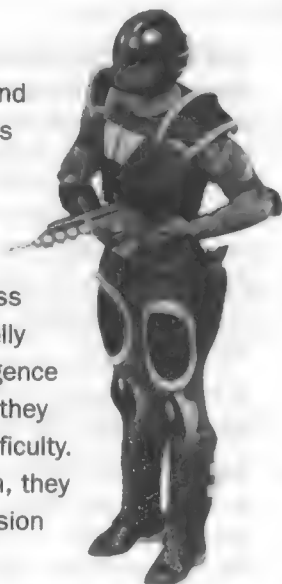


Missions	5 - 8
Hit Points	125 - 150
Primary Weapon	PA-31 laser*
Secondary Weapon	PL-1 Unifier
Skill	Deadly
Defenses	None
Loot	RP-32 shells 50%/40%/25%/40%
	SG-A1 shells 50%/40%/25%/40%
	BK-16 shells 10%
	Medikit 20% (if your hit points drop below 50)
	Energy cube 40% (if your battery reserves drop below 2500)
	Spider Bomb 15% or Spider Mine 12% or Disrupter 4% or Detpac 10% or Mine-det 6%

Enforcer

Enforcers are the WEC's most treasured agents, helping protect precious physical and personnel assets. Each soldier that reaches Enforcer status represents five years of intensive training and millions of credits' worth of equipment.

Second only to Silencers in sheer deadliness and effectiveness, Enforcers are occasionally disposable in cases where sensitive intelligence might be compromised. Typically, however, they achieve their mission objectives without difficulty. Most recognizable by their stern disposition, they are under strict orders to achieve their mission and avoid capture at any cost.



Enforcers often carry out lone patrols, although they are occasionally sent out for group expeditions. Extremely deadly in either case, they allow few security breaches. Standard arms for an Enforcer consist of the UV-9 laser and GL-303 grenade launcher.

- Your trusty UV-9 is the best weapon to use against Enforcers (and also HQ Elite Guards).
- Two or three direct shots from an Enforcer will kill you, even if you've got a Graviton shield and fully charged batteries. Anything less than that, and you'll be toasted with a single shot.
- At higher difficulty levels, they can fire salvos of three grenades.
- Fight their UV-9 blasts with a UV-9 of your own at higher difficulty levels. On lower settings, try an AR-7 or GL-303.
- Enforcer corpses tend to contain energy cells.

Missions	7 - 10
Hit Points	150 - 175
Primary Weapon	UV-9 laser
Secondary Weapon	GL-303 grenade launcher
Skill	Deadly
Defenses	None
Loot	RP-32 shells 50% <i>or</i> SG-A1 shells 25%
	Energy Cube 50%/40%/25%/40%
	AR-7 shells 10% <i>or</i> GL-303 shells 10%
	LNR-81 shells 20% (Mission 8 and later)
	BK-16 shells 15%
	Spider Bomb 15% <i>or</i> Spider Mine 10% <i>or</i>
	Disrupter 4% <i>or</i> Detpac 10% <i>or</i> Mine-det 5%
	<i>or</i> Pocket Betty 5%
	Medikit 20% (if your hit points drop below 100)
	Energy cube 20% (if your battery reserves drop below 2500)

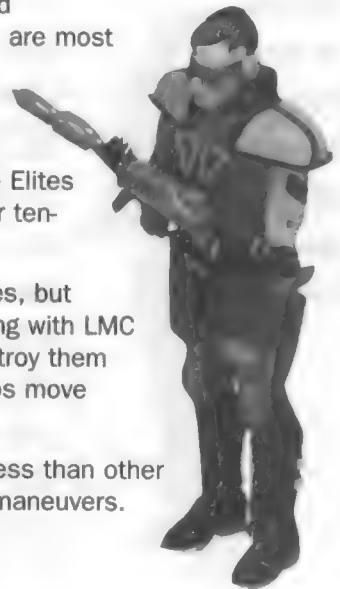
Headquarters Elite Guard

Members of the Headquarters Elite Guard are reserved for sensitive operations that involve VIPs or classified WEC facilities or operations. Armed with a variety of weapons (including the UV-9, GL-303 and LNR-81), they are fully prepared to lay down their lives for WEC.

Protection-wise, Elite guards are one of the few groups with energy shields. As long as they keep enough energy cells on hand to power their plasma shield, they are impervious to the AC-88 Reaper, SG-A1 Conformer, PA-31 Adjudicator, PL-1 Unifier and RP-32 Pacifist.

Typically housed in HQ areas, Elite guardsmen serve only half of each enlistment period before they're required to re-attend training exercises. Few have defected from this group — the loyalty factor is even higher than that of the Enforcers.

- Less common than LMC Guards and Stormtroopers, HQ Elite guardsmen are most prevalent in Mission 9. Look for their burgundy shirts and black pants.
- Two things to watch out for with the Elites are their weaponry (UV-9s) and their tendency to ambush you.
- Spider mines work well against Elites, but spider bombs don't. The Elites (along with LMC Guards and Stormtroopers) will destroy them with their weapons before the bombs move close enough to do any damage.
- HQ Elites display more aggressiveness than other guards and have a wider variety of maneuvers. They'll also chase you on occasion.



Missions	10
Hit Points	175 - 200
Primary Weapon	UV-9 laser
Secondary Weapon	GL-303 grenade launcher, LNR-81 Liquefier
Skill	Very Deadly
Defenses	None
Loot	RP-32 shells 50% or SG-A1 shells 50% More RP-32 shells 50%/40%/25%/40% Energy cube 50%/40%/25%/40% AR-7 shells 50%/40%/25%/40% or GL-303 shells 25%/20%/12%/20% LNR-81 shells 15% BK-16 shells 15% Mine-det 10% or Spider Mine 20% or Detpac 5% or Pocket Betty 5% (or if none of these appear, Spider Bomb 100%) Medikit 20% (if your hit points drop below 100) Additional energy cube 20% (if your battery reserves drop below 2500)

Regular Personnel

Every compound in the game is kept running smoothly by civilians who happen to work for the WEC. They're not too loyal to the cause, however, and will do nearly anything to avoid a fight. Most of them are smart enough to realize that surrendering is their best alternative when the compound comes under attack.

The only thing you have to watch out for is an alarm system near civvies. They will sometimes activate them, so you should make sure civilians don't live long if they go for the switch. The only armed civilian you'll have to face is the Executive – he's so paranoid that he always carries a BK-16 and EM-4 ... just in case.

- Don't waste your special weapons on civilians. If you have to kill them, save some RP-32 ammo and use it instead.
- Civilians occasionally surrender to you. Sometimes, however, they'll do stupid things like close security panels, yell for guards, wave their hands for help, etc. Certain civvies like to get in your way and slow you down. Others will attempt to follow you.
- This may seem cold-hearted, but killing civilians gives you a fair chance of finding an energy cube or medikit when you really need one.
- Killing civilians in certain instances may save you the trouble of figuring out a puzzle.

ChemSuit

"Green" scientists, and those who have failed to conduct any useful research, are relegated to conducting dangerous chemical experiments and monitoring bio-hazardous areas in Consortium compounds. You'll recognize the ChemSuits right away – they're always wearing a banana-yellow, rubber suit. Unarmed and particularly cowardly, they will surrender under most circumstances.

Missions	Any
Hit Points	10
Primary Weapon	None
Skill	Very Weak
Defenses	None
Loot	Medikit 40% (if your hit points drop below 100) Energy cube 20% (if your battery reserves drop below 2500)



71



Office Worker

Someone has to perform the mundane administrative tasks on the compound, and this duty most often falls to Office Workers. These human employees are in charge of the small tasks that cannot be performed by servomechs. Office Workers schedule maintenance and repair jobs, fill out supply requisitions, conduct research and design work, and take care of billing and other monetary responsibilities that don't involve sensitive material or classified projects.

Missions	Any
Hit Points	10
Primary Weapon	None
Skill	Very Weak
Defenses	None
Loot	Medikit 40% (if your hit points drop below 100) Energy cube 20% (if your battery reserves drop below 2500)

Scientist

The WEC civilian group under the most pressure is the devoted WEC Scientist population. Long hours, tight (if not impossible) deadlines, inter-departmental disagreements and a lack of communication characterize the career path of a Consortium Scientist. However, most of them are deeply dedicated to their work and will put up with nearly anything for the chance to work in top-notch laboratories outfitted with the latest experimental equipment. Recent payoffs for their work include the newly developed radiation shield, LNR-81 molecular projectile weapon and Avatron servomech.

Missions	Any
Hit Points	10
Primary Weapon	None
Skill	Very Weak
Defenses	None
Loot	Medikit 40% (if your hit points drop below 100) Energy cube 20% (if your battery reserves drop below 2500)



Maintenance Worker

Maintenance Workers are often overlooked, but they are essential to keeping the facility in top-notch condition. With full-time shifts running both day and night, their yellow hard hats are a common sight at any hour. Turnover within this department is higher than in other WEC occupations, partly because they're civilians and partly because they're scared off easily whenever Resistance forces move in.



Missions	Any
Hit Points	10
Primary Weapon	None
Skill	Very Weak
Defenses	None
Loot	Medikit 40% (if your hit points drop below 100) Energy cube 20% (if your battery reserves drop below 2500)

Freighter Crewman

Freighter Crewmen represent 60 percent of the work force on space docks and aboard transports and freighters. Few have any solid roots, and most end up living nomadic lives, traveling from station to station and picking up WEC contract mission work when they can. As a population, they're fairly reliable and honest, and take special care to avoid political squabbles between different factions.



Missions	1
Hit Points	10
Primary Weapon	None
Skill	Very Weak
Defenses	None
Loot	Medikit 40% (if your hit points drop below 100) Energy cube 20% (if your battery reserves drop below 2500)

LMC Mineworker

Lunar Mine Workers perform hard labor, physically mining Di-Cor, a highly radioactive substance that is only found on the moon. The term "worker" is deceptive, considering that almost all mineworkers are prisoners transported from Earth to work on the moon. Their work term equates to a slow death sentence, since mining radioactive material tends to shorten their lifespans considerably. Although they're a rough population, Mine Workers prefer to fight amongst themselves and keep out of the Resistance movement.

Missions	2 and 6
Hit Points	10
Primary Weapon	None
Skill	Very Weak
Defenses	None
Loot	Medikit 40% (if your hit points drop below 100) Energy cube 20% (if your battery reserves drop below 2500)



Executive

Executives are civilian bosses that supervise Office Workers. These corporate gurus usually act on behalf of whoever pays them the most or offers them the best favors. Their gray suits give them a distinguished, unarmed appearance, but be wary of them. They've traded in their old BA-41 pistols and stepped up their personal protection with the EM-4 and BK-16.



- Don't let the Executive's gray suit fool you. Underneath, he's wearing a vest holster and carrying an EM-4 and BK-16.
- Although his weapons are dangerous, you can kill an Executive fairly easily with whatever weapon you have on hand. (You won't run into Execs too often, however.)
- If you're playing on the harder difficulty settings, Executives will use their BK-16 a lot more often.
- These guys are nearly as aggressive as HQ Elites.
- Use your lighter weapons to take out Executives. You don't want to disintegrate their bodies before you get a chance to search them.

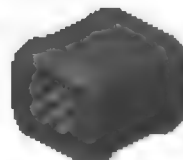
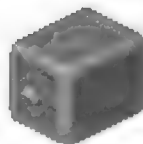
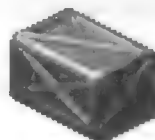
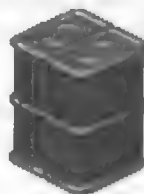
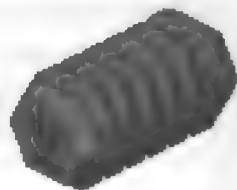
Mission	5-10
Hit Points	75-100
Primary Weapon	EM-4 Vortex
Secondary Weapon	BK-16 Crystallizer
Skill	Moderate
Defenses	None
Loot	Medikit 100%
	Energy cube 100%

STATIONARY TARGETS

☀ Object blows up real good. It can do damage to anything standing nearby when it's destroyed.

◆ This object may be a Cametron in disguise. Cametrons can also be described as Watch Stations and, sometimes, as statues.

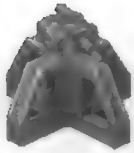
CRATES



BARRELS



GUNS



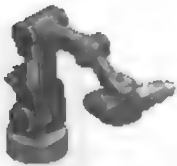
Large Cannon

Beware. One shot is all it takes.



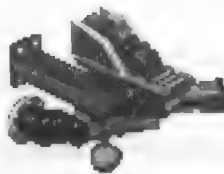
Turret

Not hugely powerful.



Mine Laser

This mining tool can be used as an emergency weapon.



Wall Gun



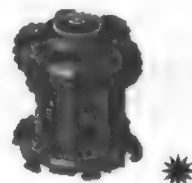
Wall Turret



Tracked Turret

Moves on rails, hence sometimes referred to as a "railgun."

GENERATORS



Radiation Generator 1

Drains health when you're nearby.

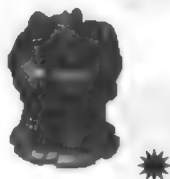


Despite its unassuming appearance, this style of generator is most often used to power essential items like shields and laser barriers.



Radiation Generator 2

Drains energy when you're nearby.



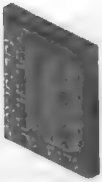
- ☀ Blows up real good.
- ◆ Can be Cametron.

OTHER HAZARDS



Di-Cor

Highly radioactive, drains health.



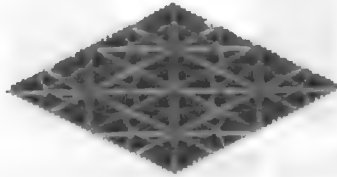
Electric Wall

Does damage (when shooting sparks).



Bouncing Betty

The grown-up version of your own "Pocket Bettys." Shown fully deployed.



Floor Grate

Grates on floors can lead to bottomless pits or shortcuts. Some must be blown with explosives, others collapse under your weight.



Fan

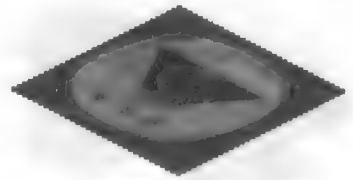
Generates a wind strong enough to push you around.

OTHER ITEMS



Glass Wall

Shatters when shot.



WEC Floor Logo

Sometimes just decorative, but often hides a pressure plate or other trap.



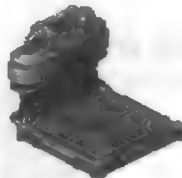
Crapper

This innovative invention from John Crapper can be used. Go ahead, try it.



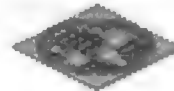
Floor Camera

Works just like a wall camera. Usually shielded.



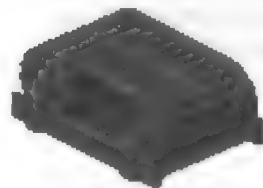
Juicer

A juicer is a special kind of switch that only works when you "feed" it with an energy cube.



Floor Safe

Works identically to a wall safe.



Raised Conveyor

Moves things, including you, around.



Blows up real good.



Can be Cametron.



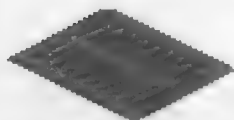
Reflector

Shooting at one of these reflects your shot off in a new direction (sometimes right back at you).



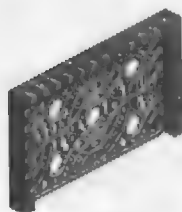
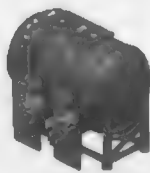
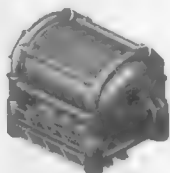
Soda Machine

The sodas it dispenses have a strange propensity to explode. Stand to the side if you try it.



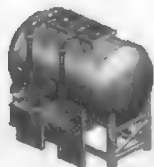
Slidewalk

Just like a conveyor, only flush with the floor.



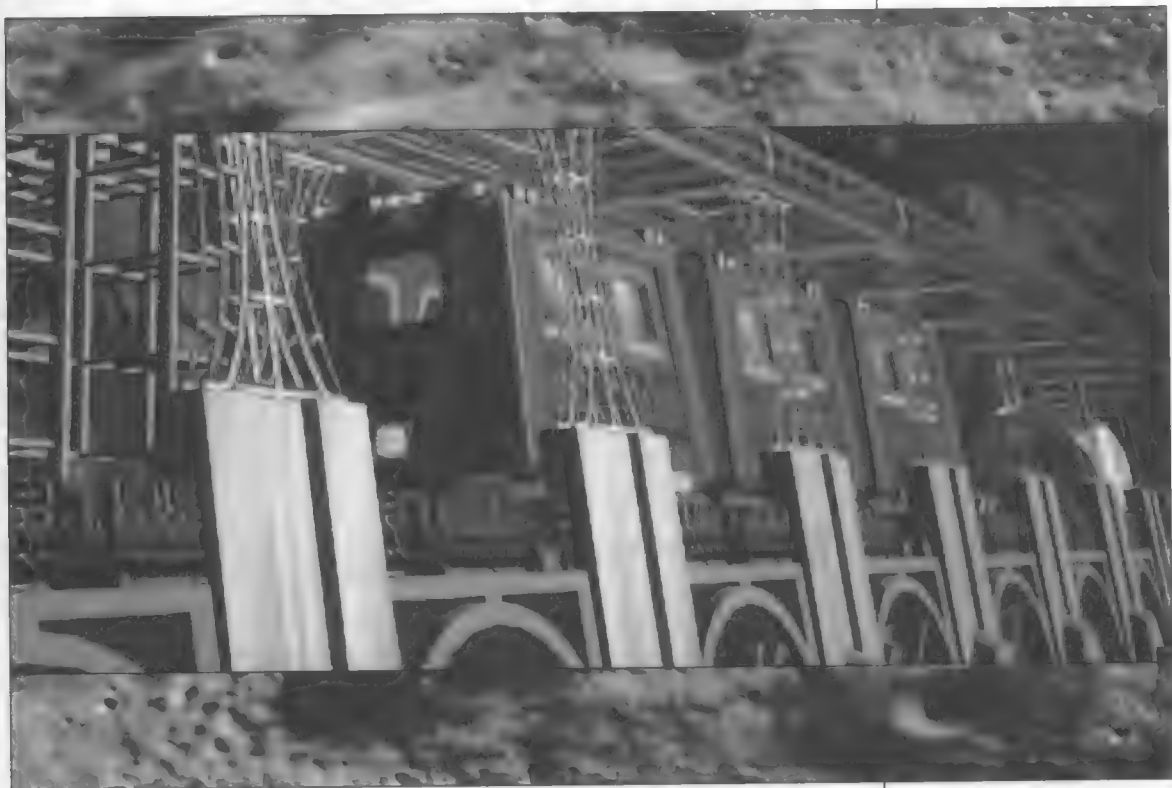
Wall Grate

Grates on walls usually lead to air ducts.



Tanks





MAPS

MISSION MAPS

As with all ORIGIN guide books, we try to give you just what you need to keep going, without telling you more than you want to know. In this case, that means giving you two sets of maps. The first set (beginning on page 86), locates most key elements in the game (telepads, monitors, weapon caches and so forth), but doesn't tell you what path to follow or why you might be interested in each of these. The detailed walkthrough (beginning on p. 113), repeats each map, with notes at each crucial point telling you what to do.

In our first *Crusader* book, we marked every telepad, weapon, sensor, switch, monitor and footlocker. This turned out to be as confusing and overwhelming as it was helpful. For this book, we've only marked the more important items and locations.

Map Key

1ST Level order

A black box is near each map, showing you the probable order that you will reach the maps in each mission.

START **FINISH**

These tell you where you start and finish each mission.

★ Objective

When there is a specific point you must reach to fulfill a mission, it is marked with this star.

Ⓐ Outgoing passage

Letters in circles indicate telepads, elevators or other passages. If a circle is white, it marks an outgoing passage. Matching letters mark each end of a passage — "A" goes to "A," "B" to "B" and so forth.

Ⓐ Incoming passage

If a circle is black, it can only be used for incoming traffic. (Generally, these mark the terminus of one-way telepads or elevators.)

Ⓐ ↔ Ⓐ

Note that some pairs of circled letters are both white. If both are white, the passage is two-way — it can be used to travel in either direction.

A few passages are a bit more complicated than this. If so, there is a boxed diagram near the appropriate maps to explain how the passage works.

⊕ **Useful item**

This marks a useful item that you might not notice. Most of these indicate better weapons or ammunition, but some also mark keycards, data picks and other less offensive items. In general, what it marks is hidden in a footlocker or safe. However, a few marked items are hidden in plain sight, either partially or totally obscured by intervening walls, or within secret rooms.

Note that not all useful items are marked. Nothing that anyone is carrying is marked, nor are any items that are lying in plain sight.

■ **Useful tool**

This marks a useful tool that you might not notice. Most of these indicate monitors or watch stations, but a few switches, valves and pressure plates are also marked.

As with the "items" icon, "tools" that are obvious, or less useful, are not marked.

☢ **Health Drain**

This marks areas where your Health can be drained.

⊗ **Power Drain**

This marks areas where your Energy can be drained.

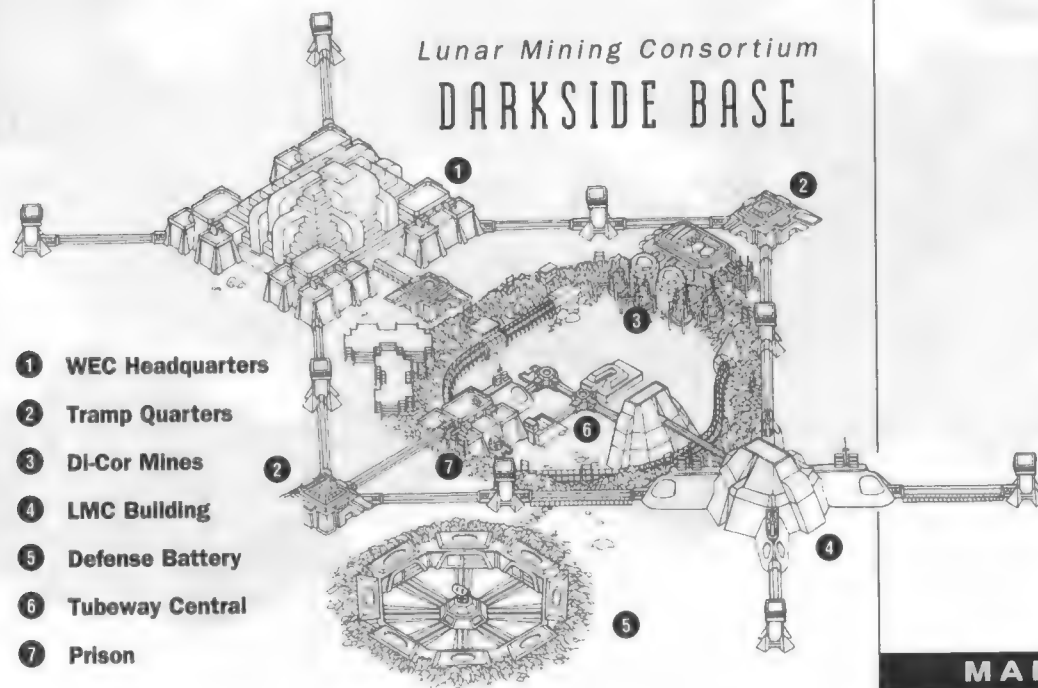
⊕ **Health Station**

This marks all Health Stations.

⚡ **Power Station**

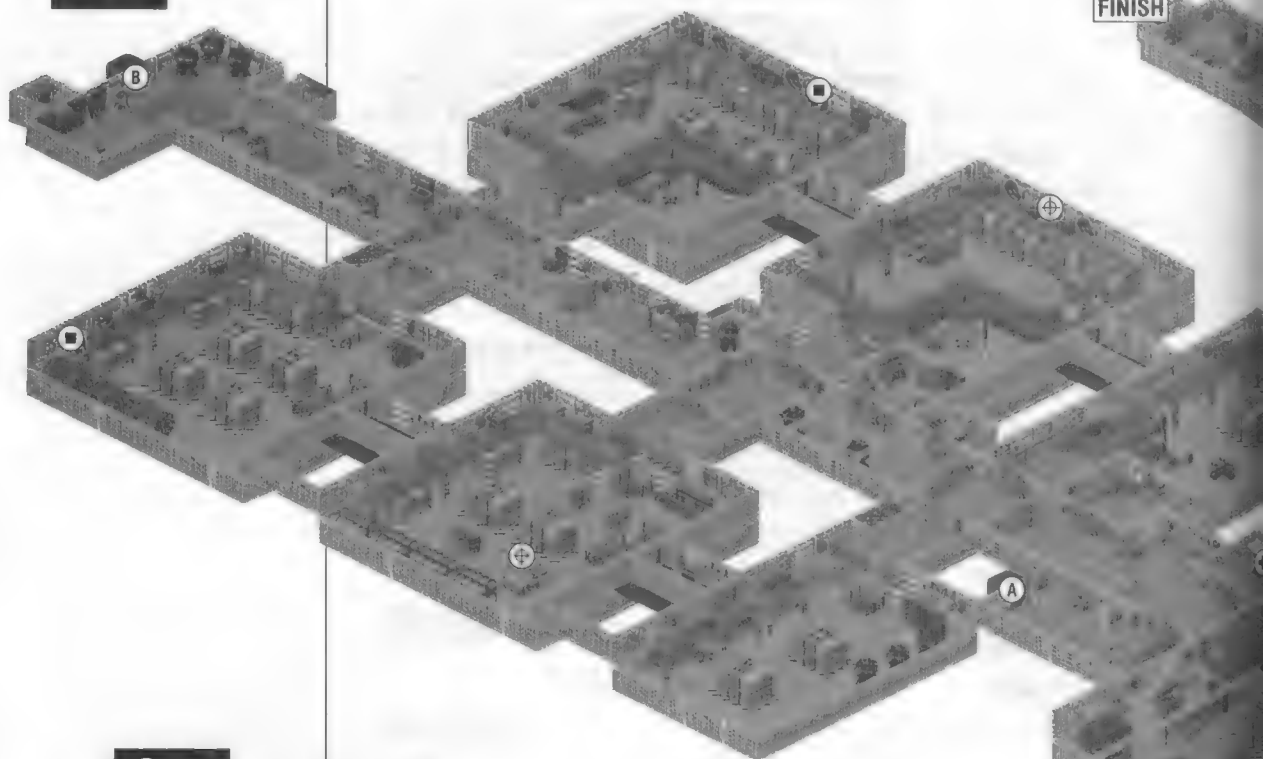
This marks all Power Stations.

Lunar Mining Consortium
DARKSIDE BASE

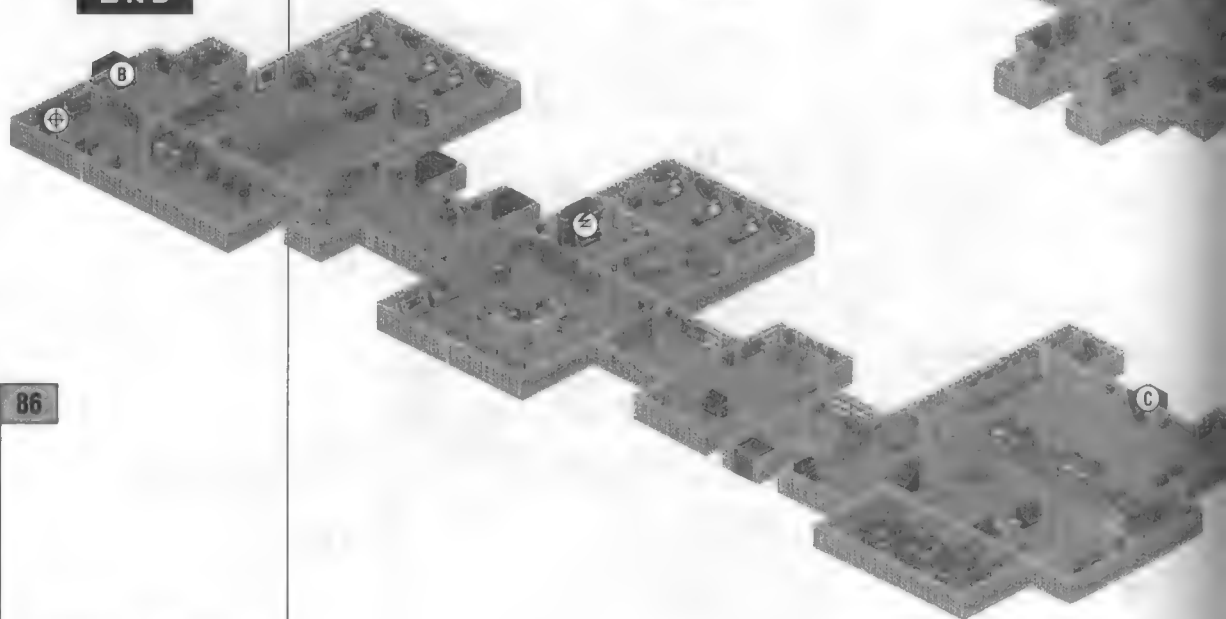


1ST

FINISH

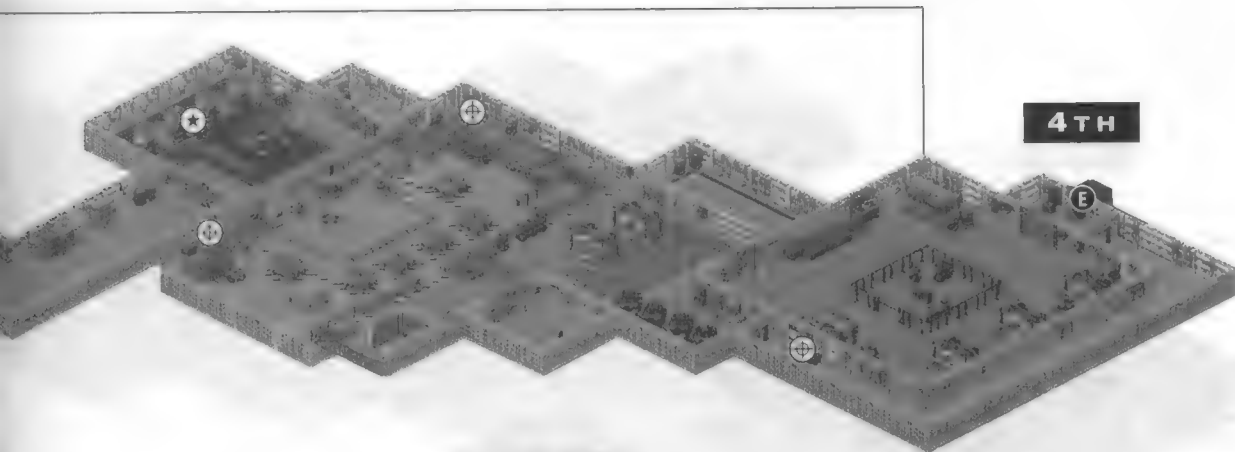


2ND



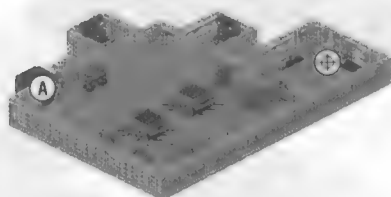
86

MISSION 1



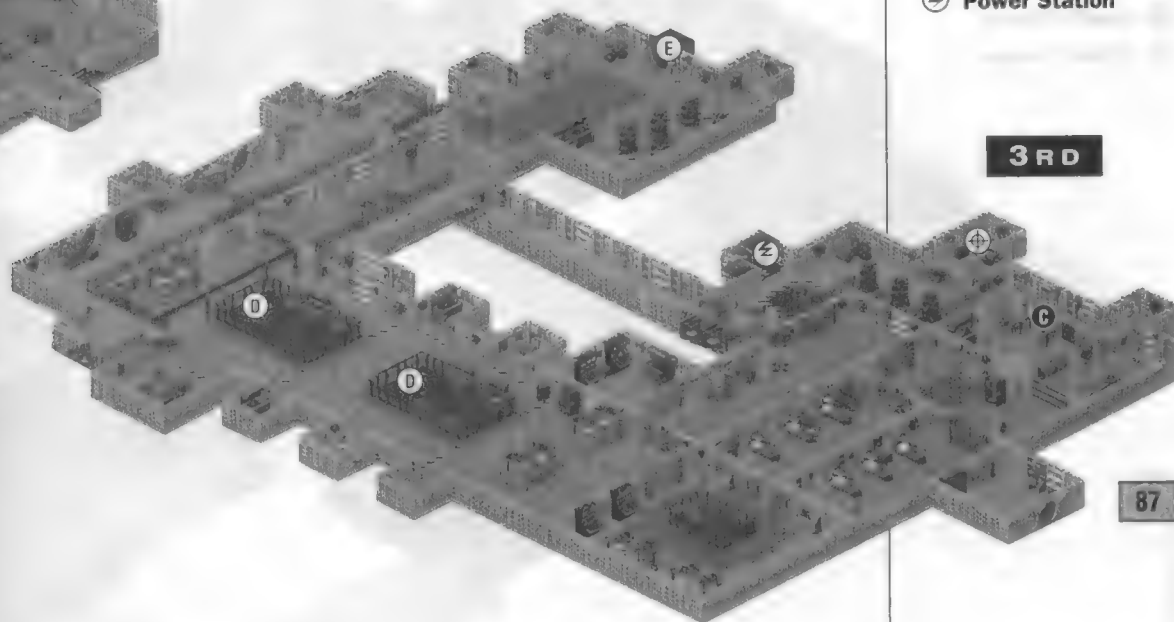
4TH

(1ST)



- ★ Objective
- Ⓐ Outgoing Passage
- Ⓐ Incoming Passage
- ⊕ Useful Item
- Useful Tool
- ☢ Health Drain
- ⊗ Power Drain
- ⊕ Health Station
- ⚡ Power Station

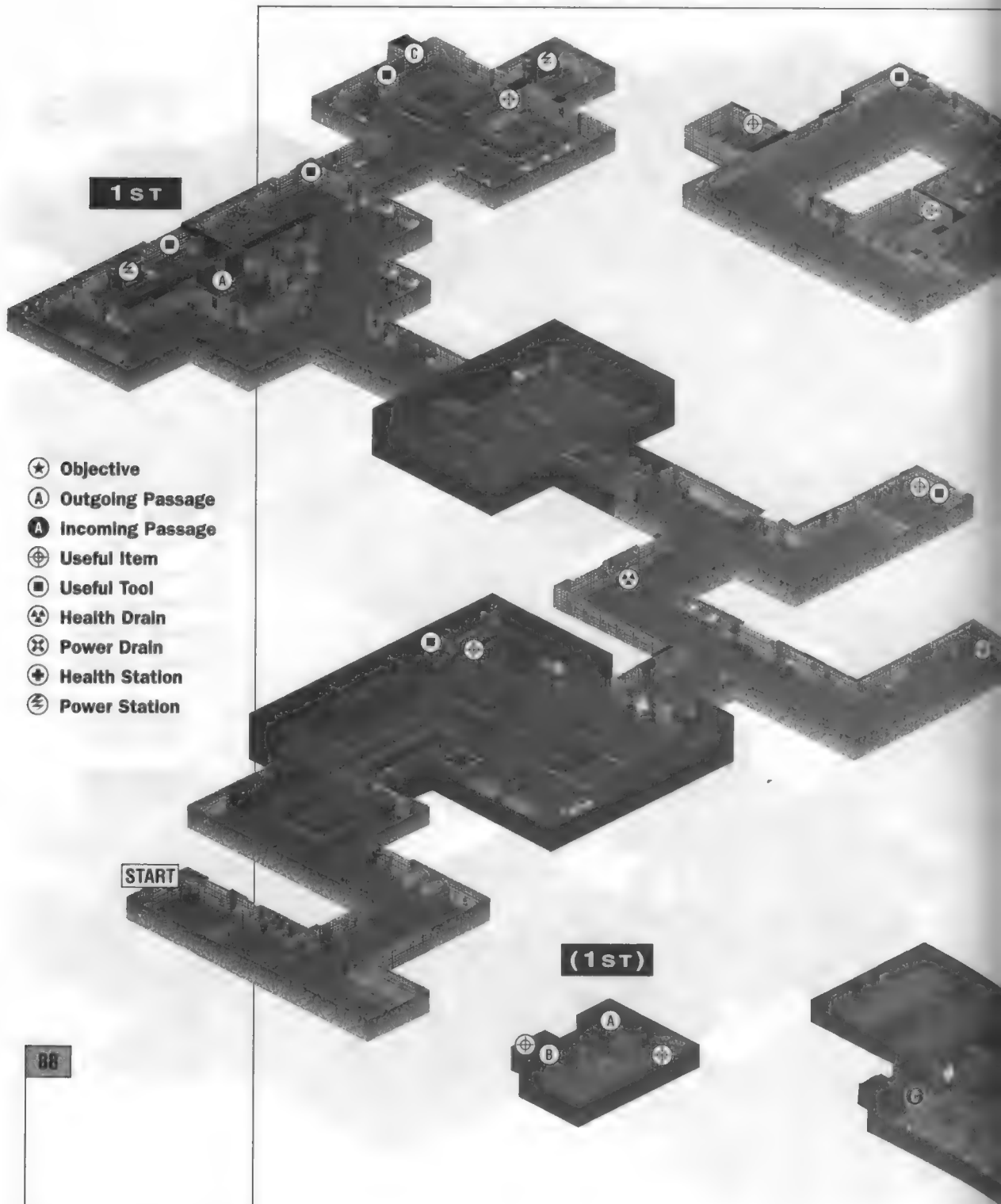
START



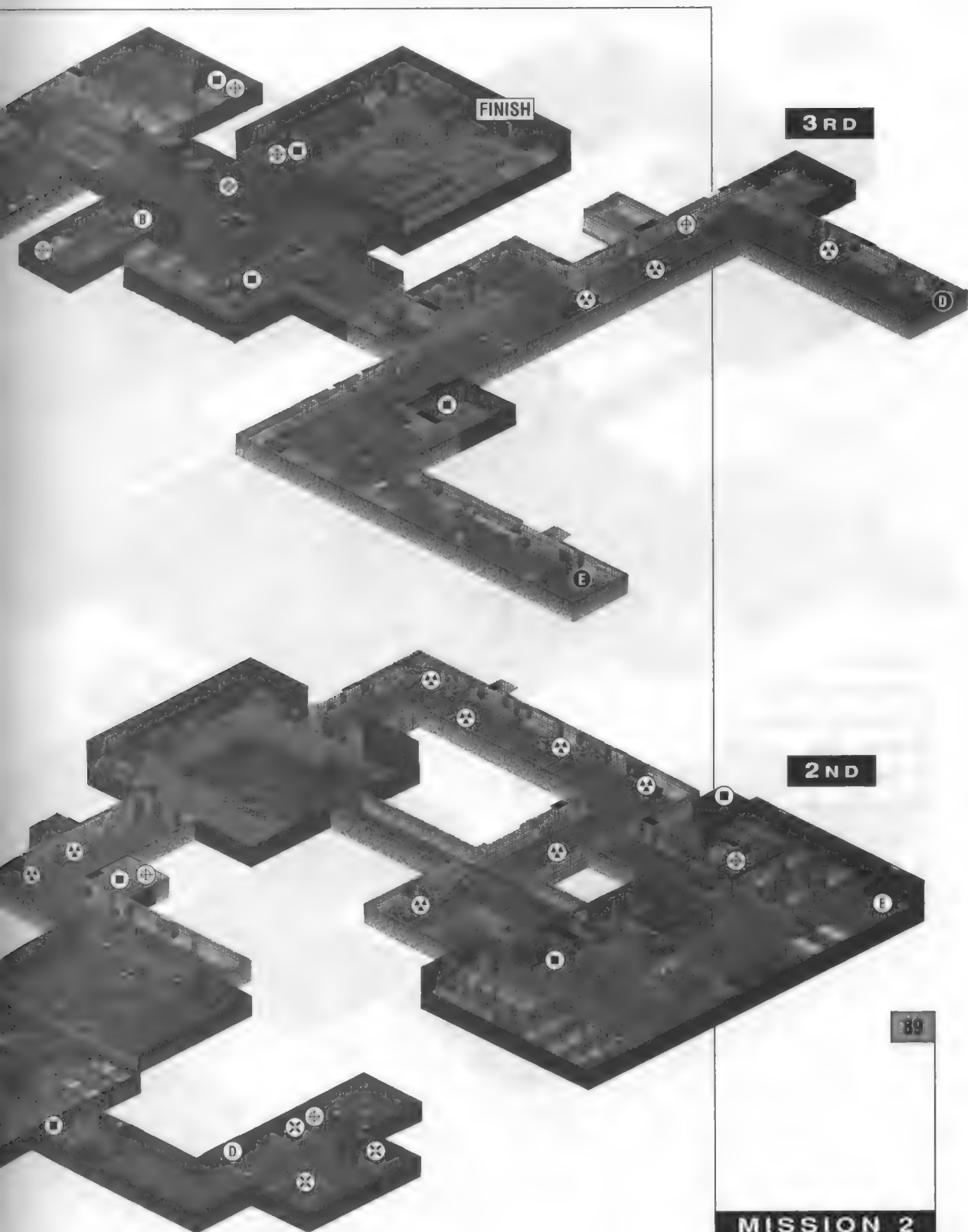
3RD

87

MISSION 1



- ★ Objective
- Ⓐ Outgoing Passage
- Ⓐ Incoming Passage
- ⊕ Useful Item
- ⊖ Useful Tool
- ⊗ Health Drain
- ⊗ Power Drain
- ⊕ Health Station
- ⚡ Power Station



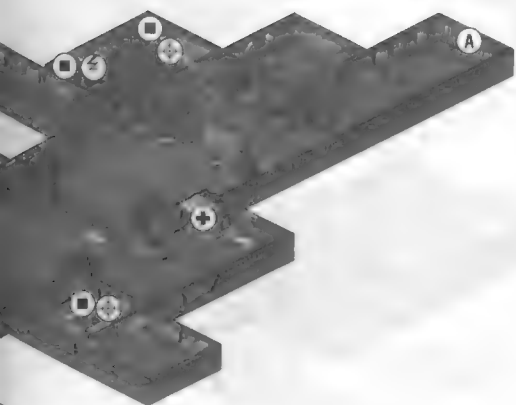
3RD

2ND

89

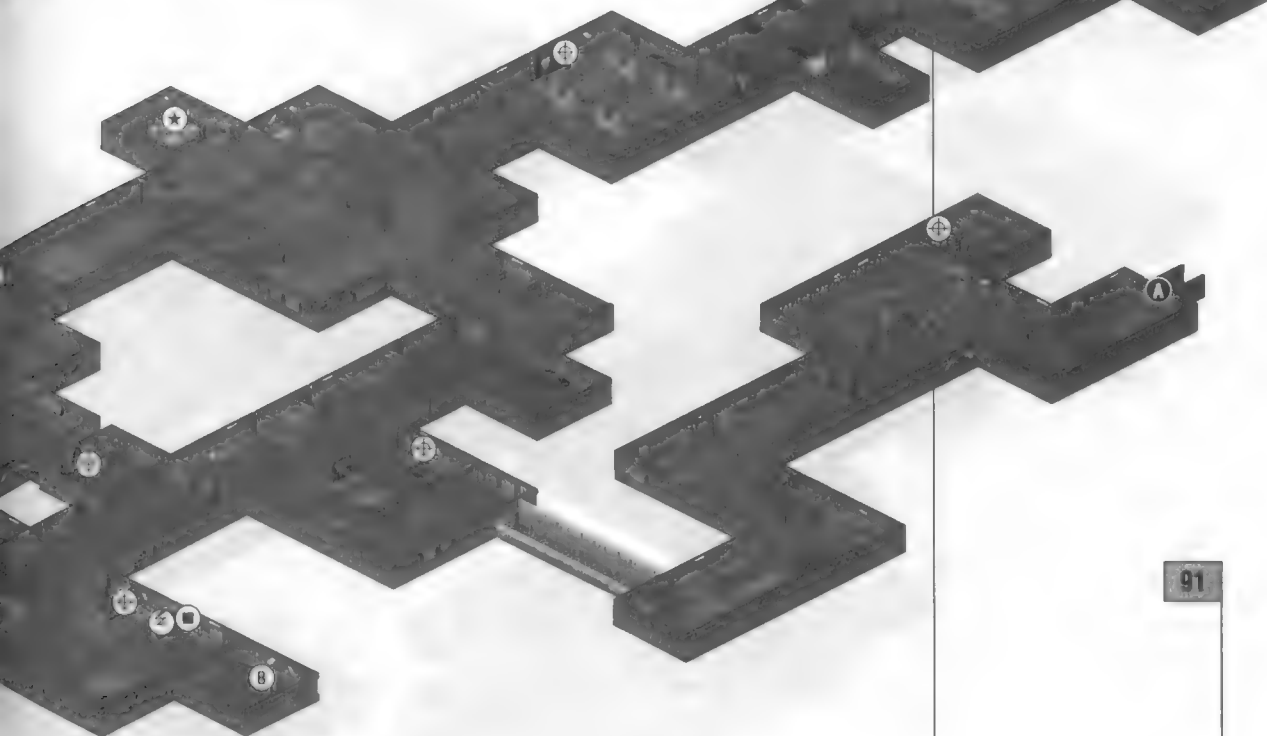
MISSION 2

- [illegible]



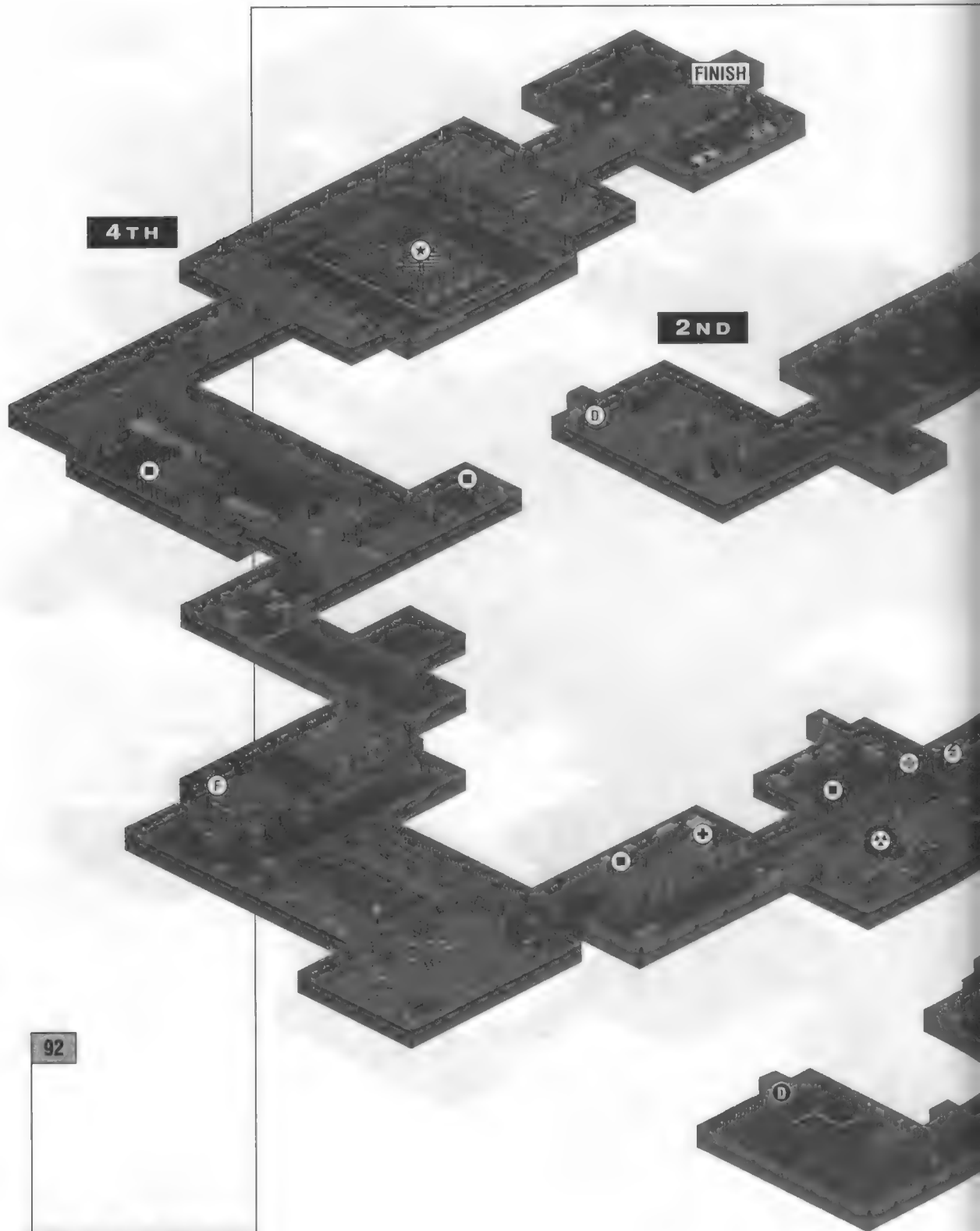
2ND

FINISH

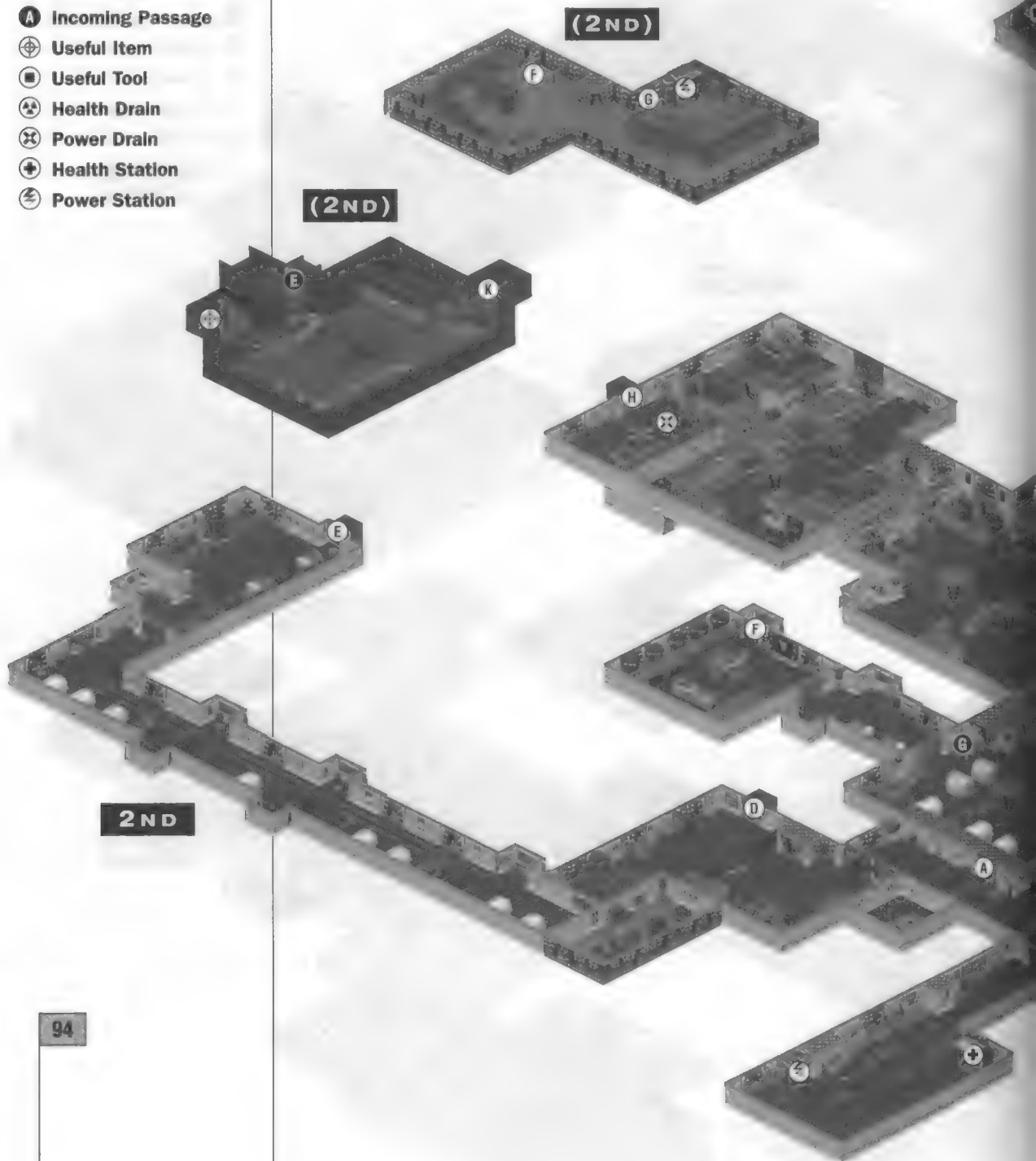


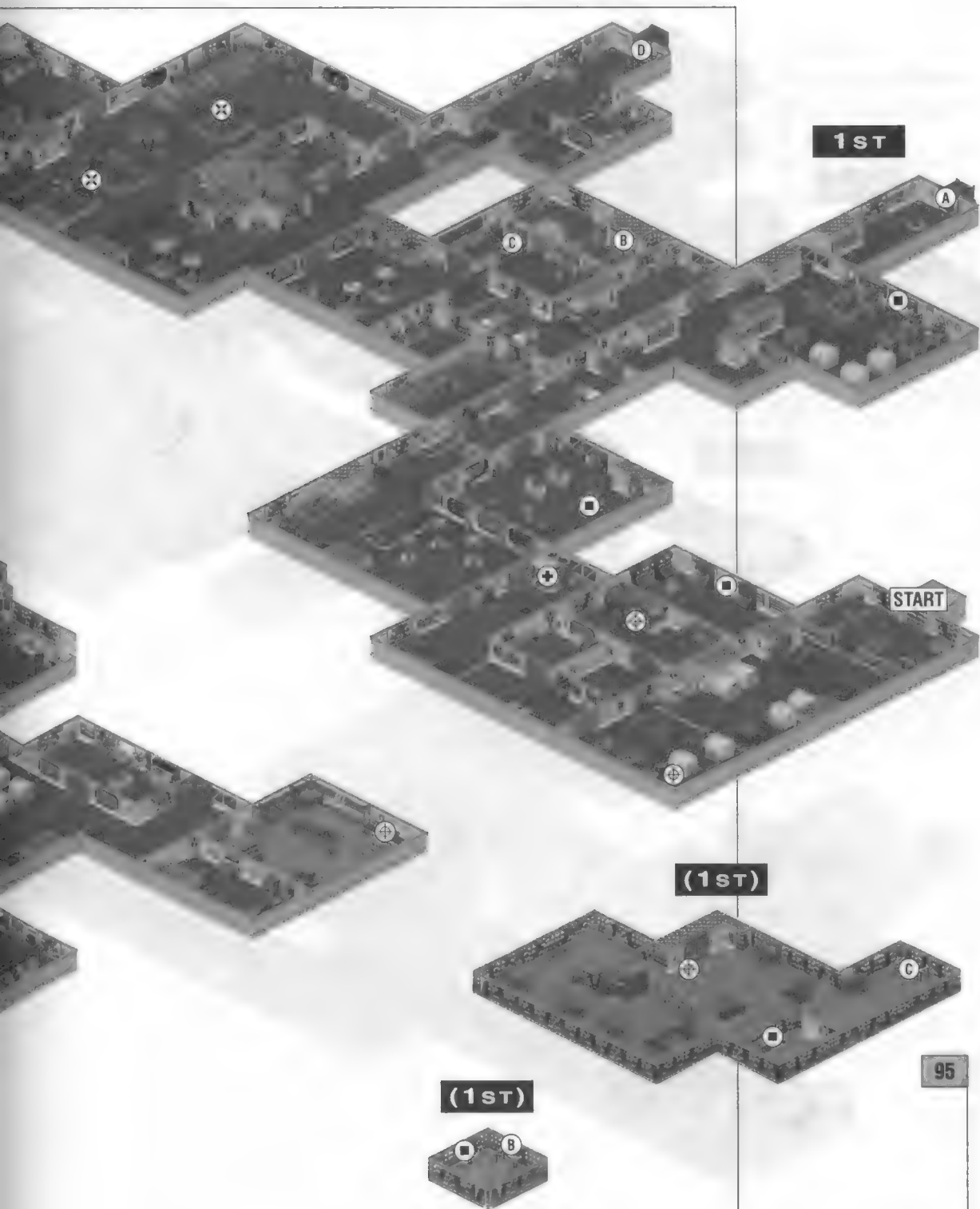
91

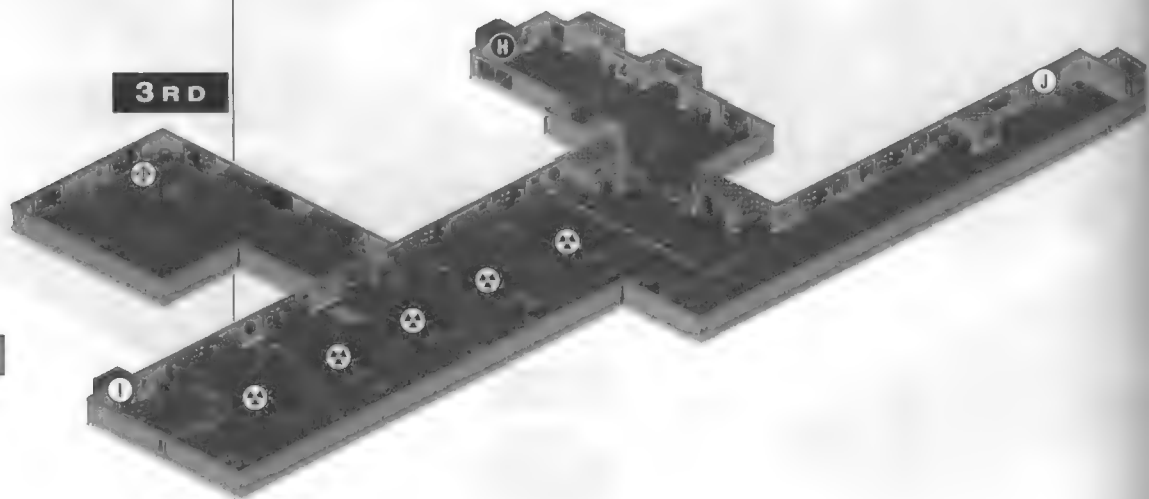
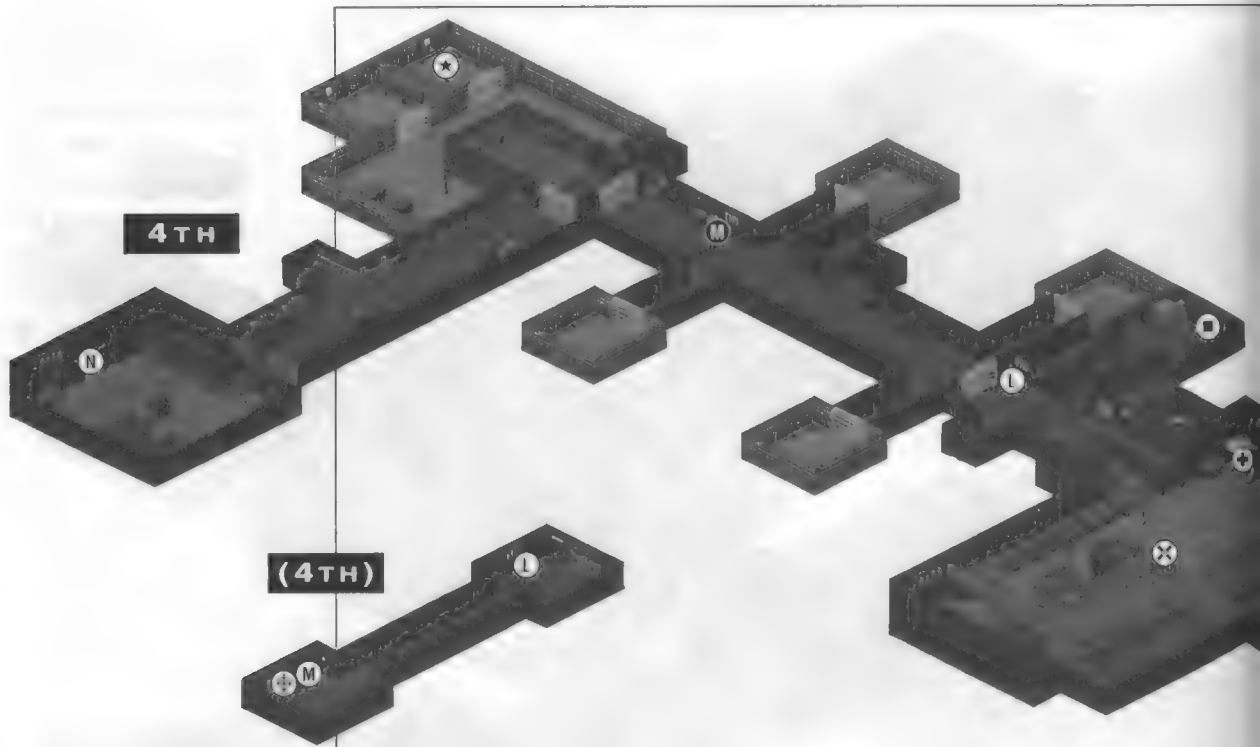
MISSION 3



- ★ Objective
- A Outgoing Passage
- A Incoming Passage
- ⊕ Useful Item
- ⊕ Useful Tool
- ☢ Health Drain
- ⊗ Power Drain
- ⊕ Health Station
- ⚡ Power Station

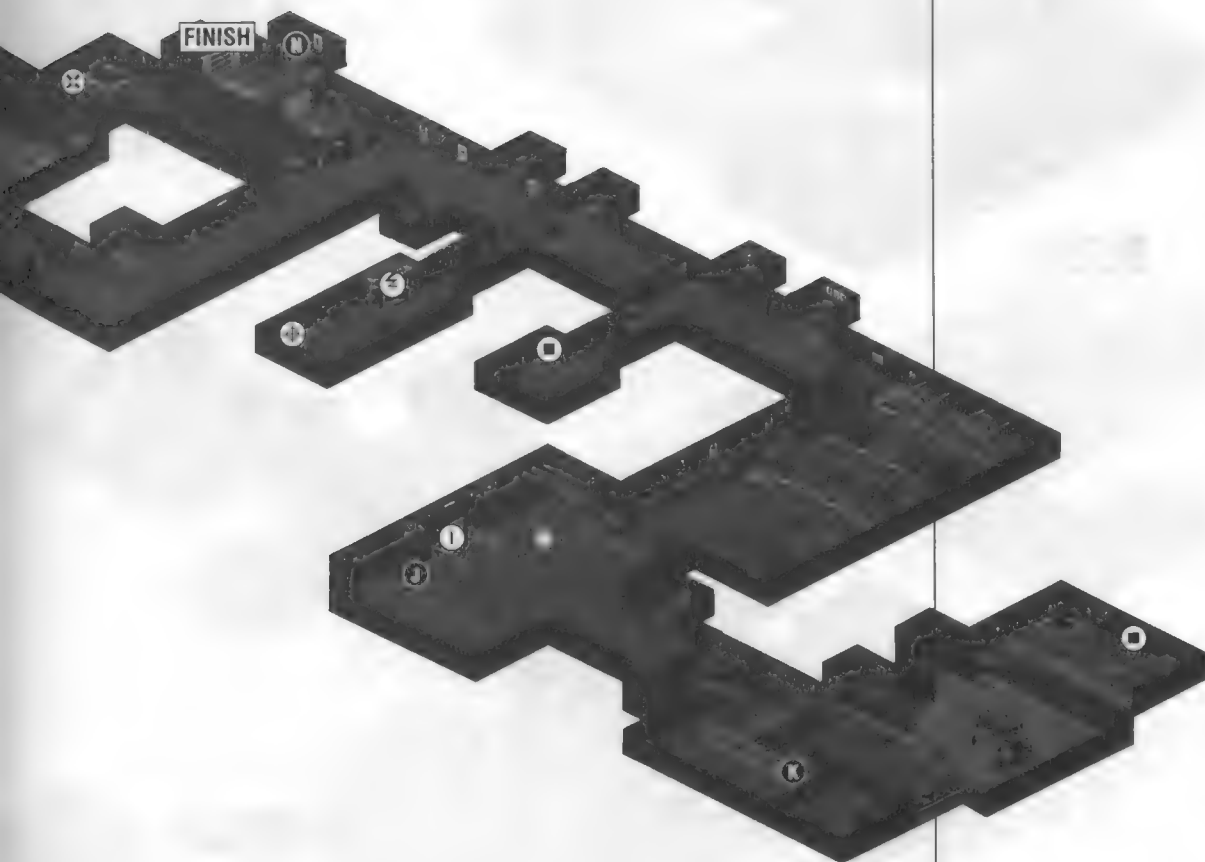




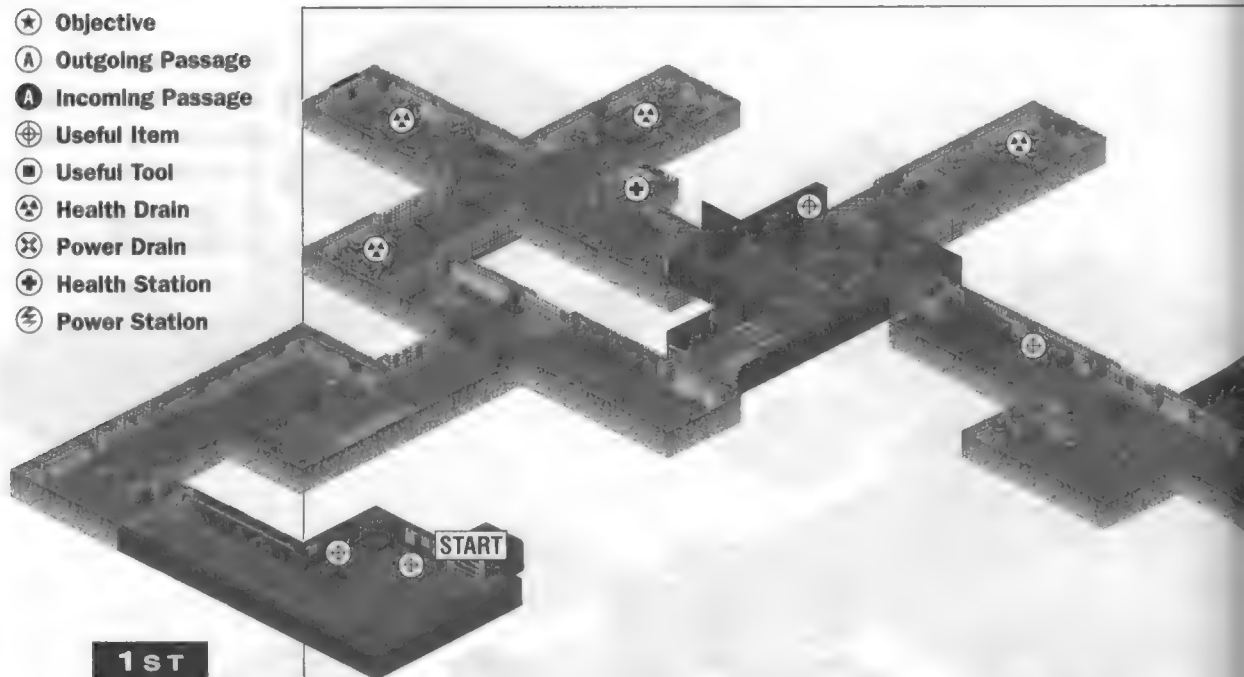


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- ★ Objective
- Ⓐ Outgoing Passage
- Ⓐ Incoming Passage
- ⊕ Useful Item
- ⊕ Useful Tool
- ☢ Health Drain
- ⊗ Power Drain
- ⊕ Health Station
- ⚡ Power Station

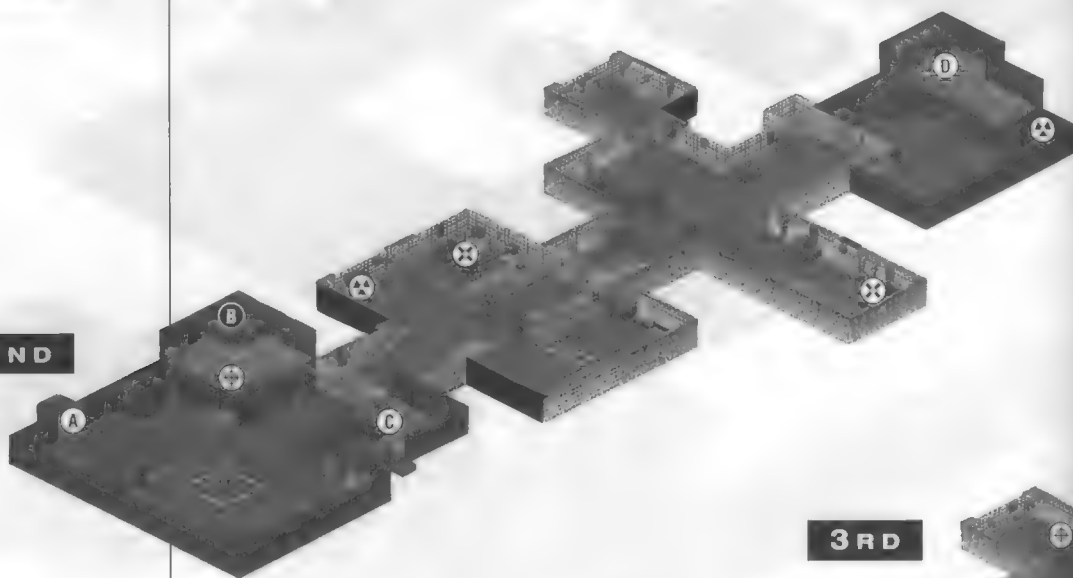


- ★ Objective
- Ⓐ Outgoing Passage
- Ⓐ Incoming Passage
- ⊕ Useful Item
- Useful Tool
- ☢ Health Drain
- ⊗ Power Drain
- ⊕ Health Station
- ⚡ Power Station

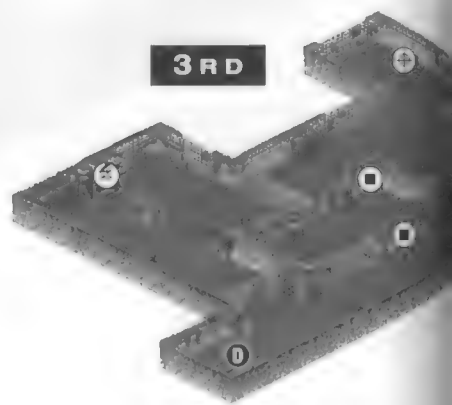


1ST

2ND

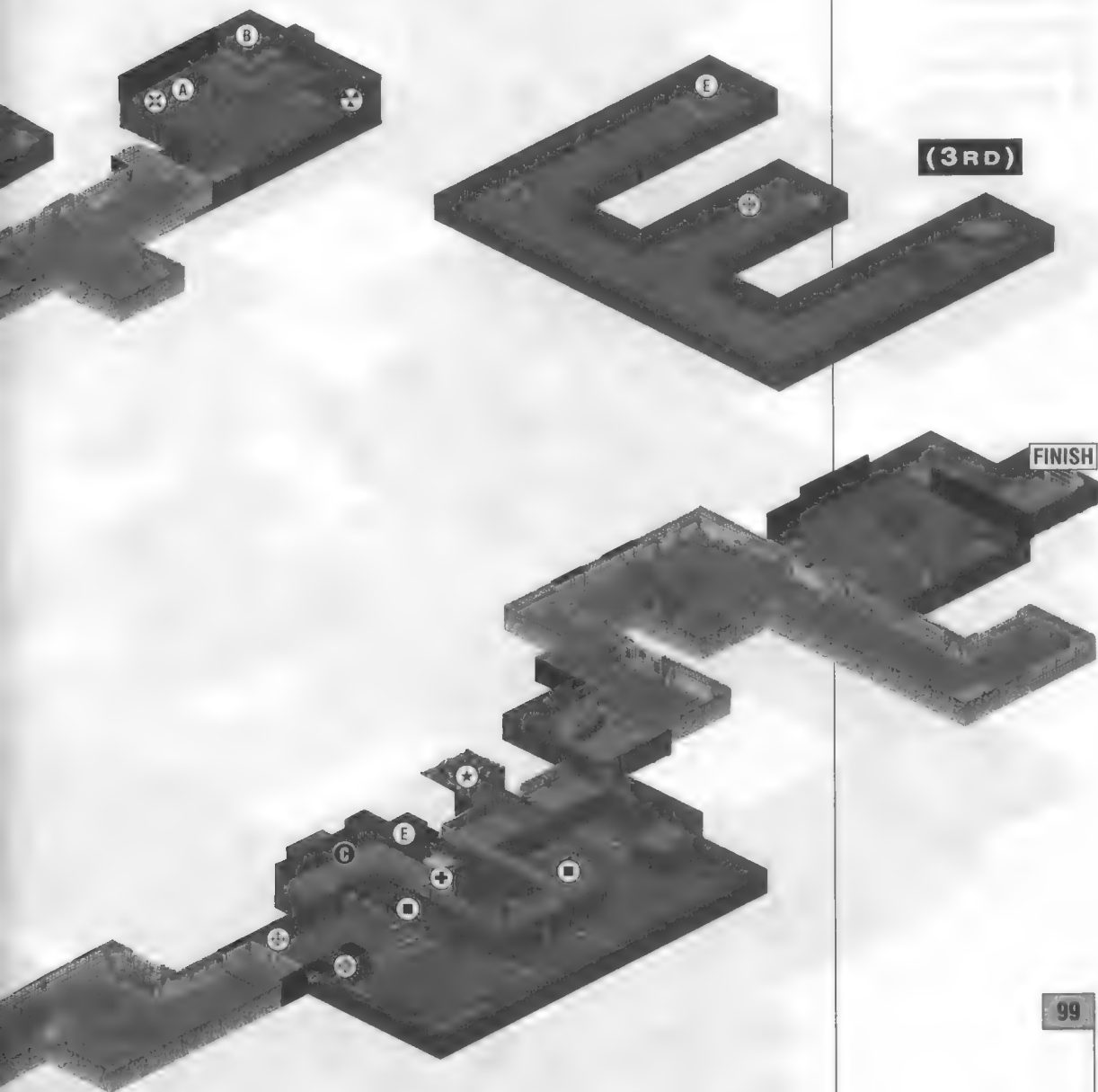


3RD



98

MISSION 6



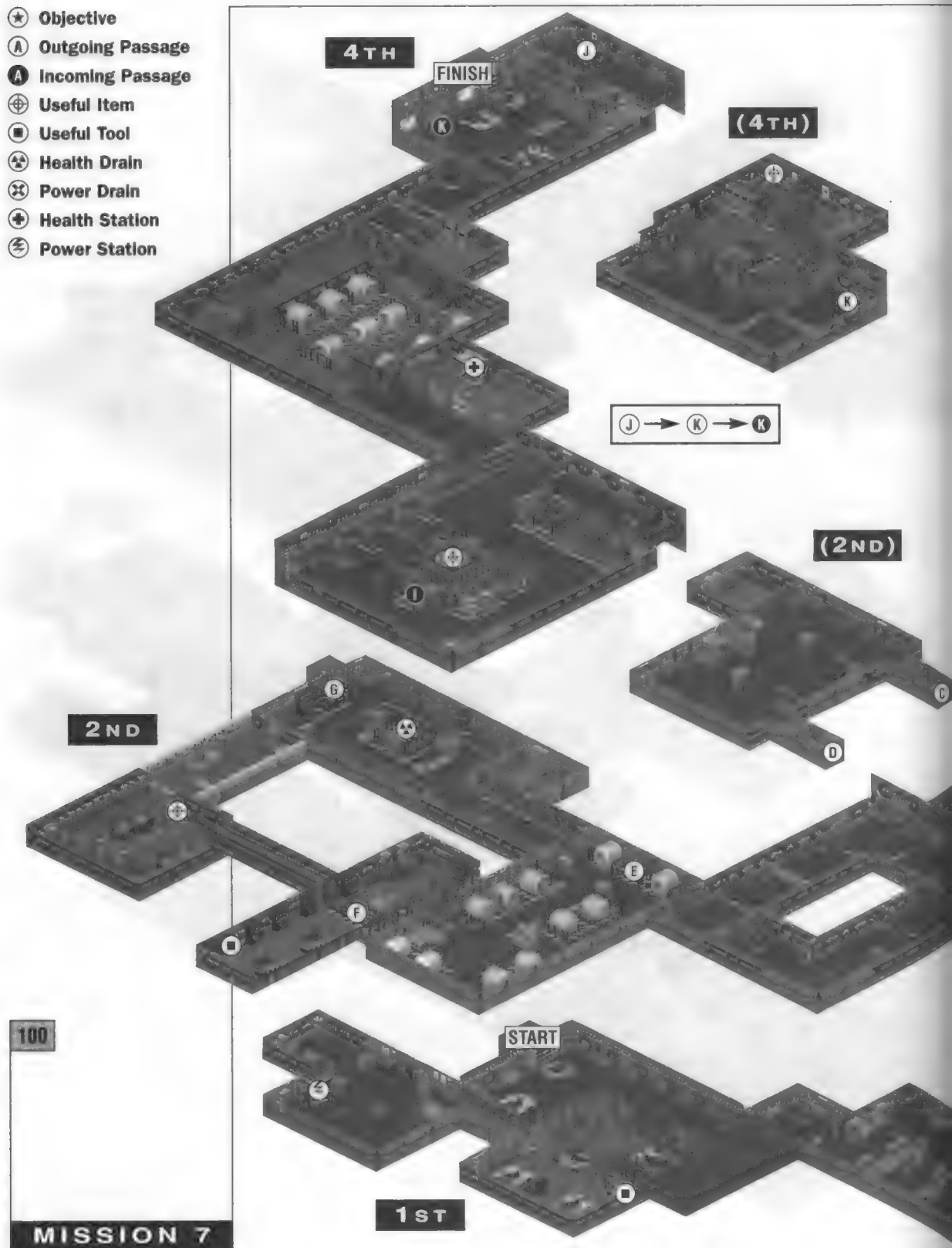
(3RD)

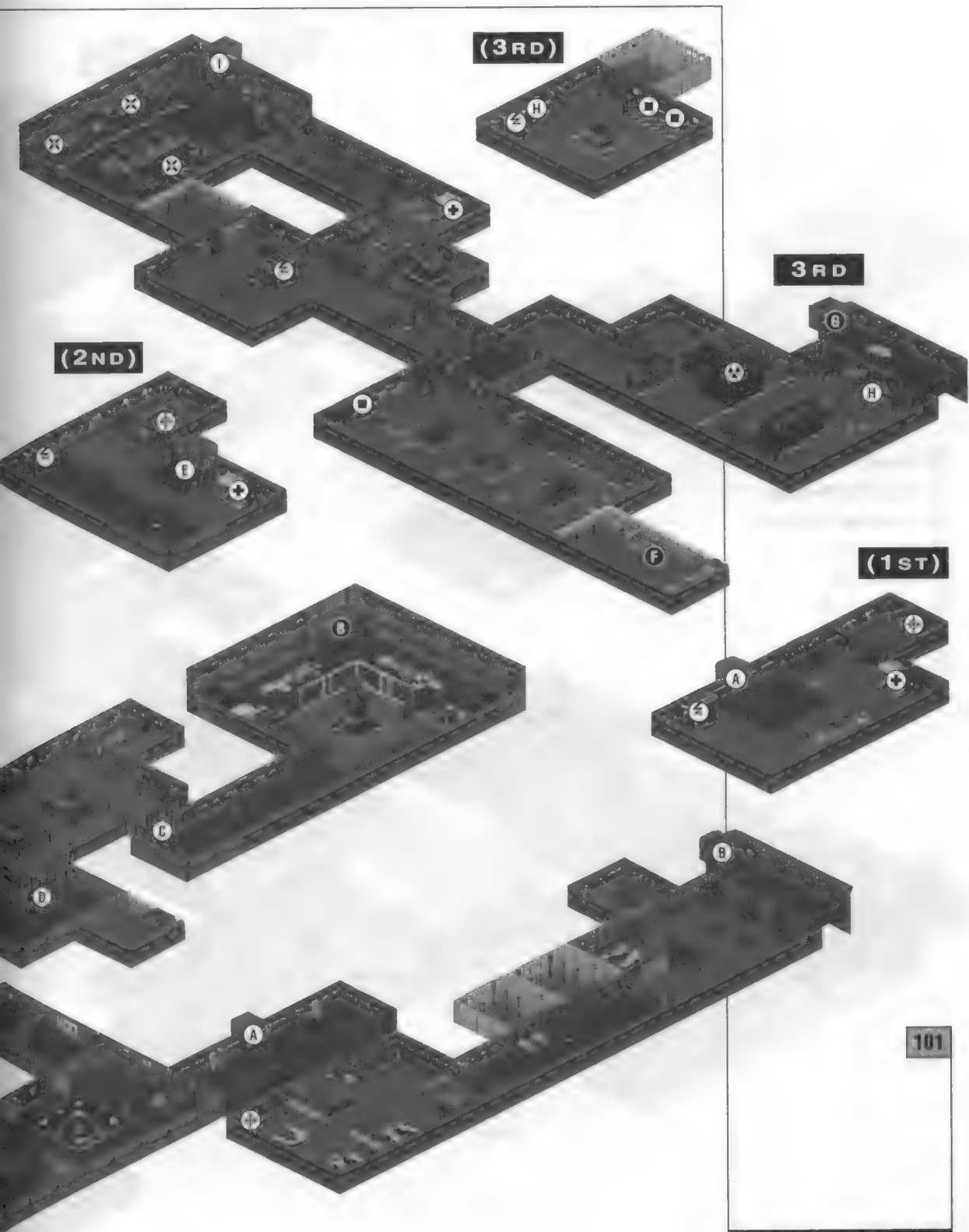
FINISH

99

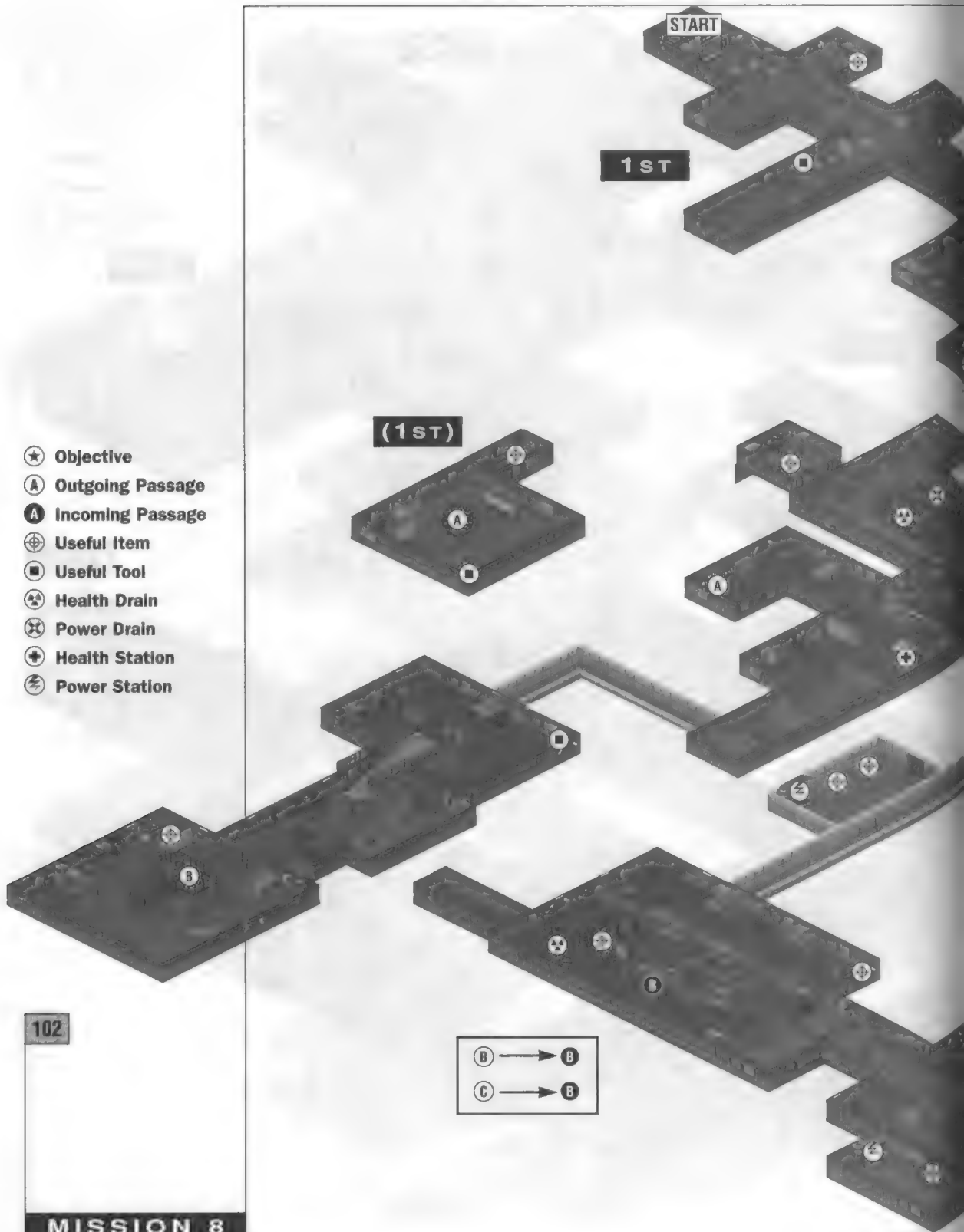
MISSION 6

- ★ Objective
- Ⓐ Outgoing Passage
- Ⓐ Incoming Passage
- ⊕ Useful Item
- Useful Tool
- ☢ Health Drain
- ⊗ Power Drain
- ⊕ Health Station
- ⚡ Power Station



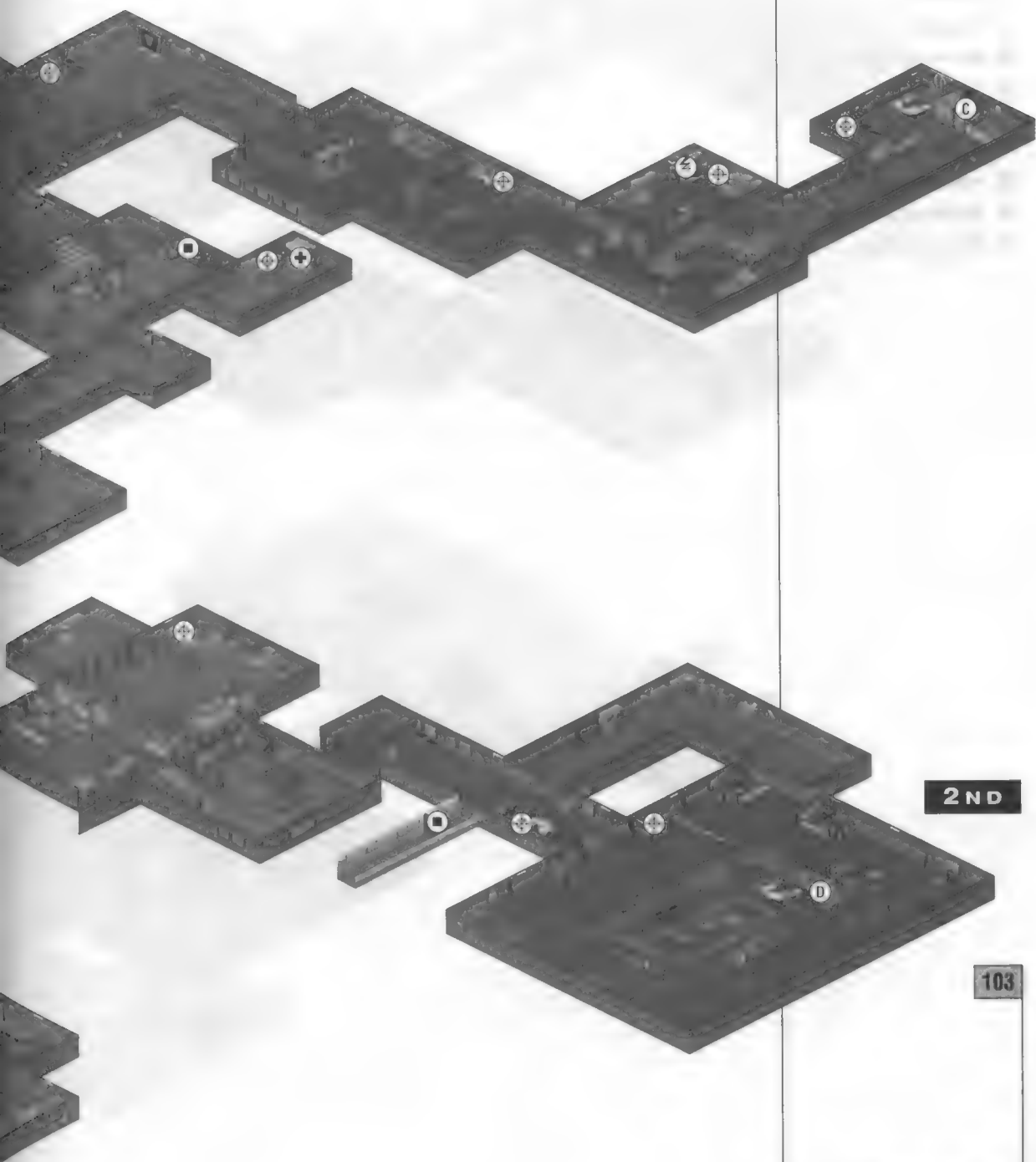


- ★ Objective
- Ⓐ Outgoing Passage
- Ⓐ Incoming Passage
- ⊕ Useful Item
- Useful Tool
- ☢ Health Drain
- ⊗ Power Drain
- ⊕ Health Station
- ⚡ Power Station



102

MISSION 8

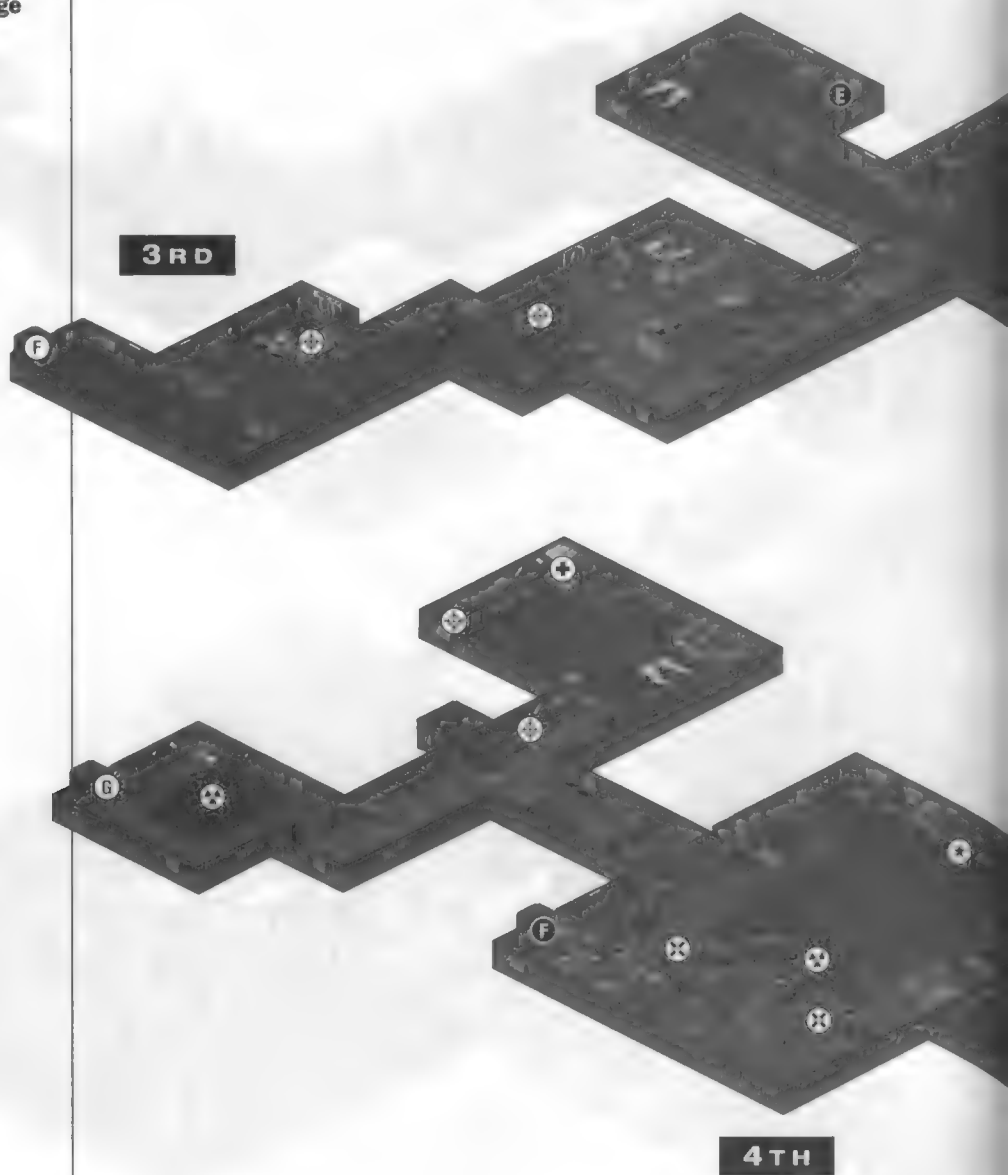


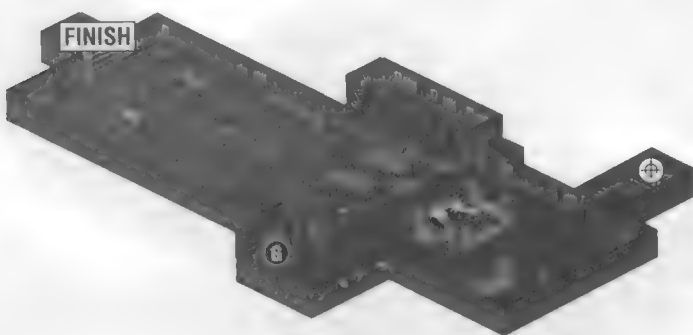
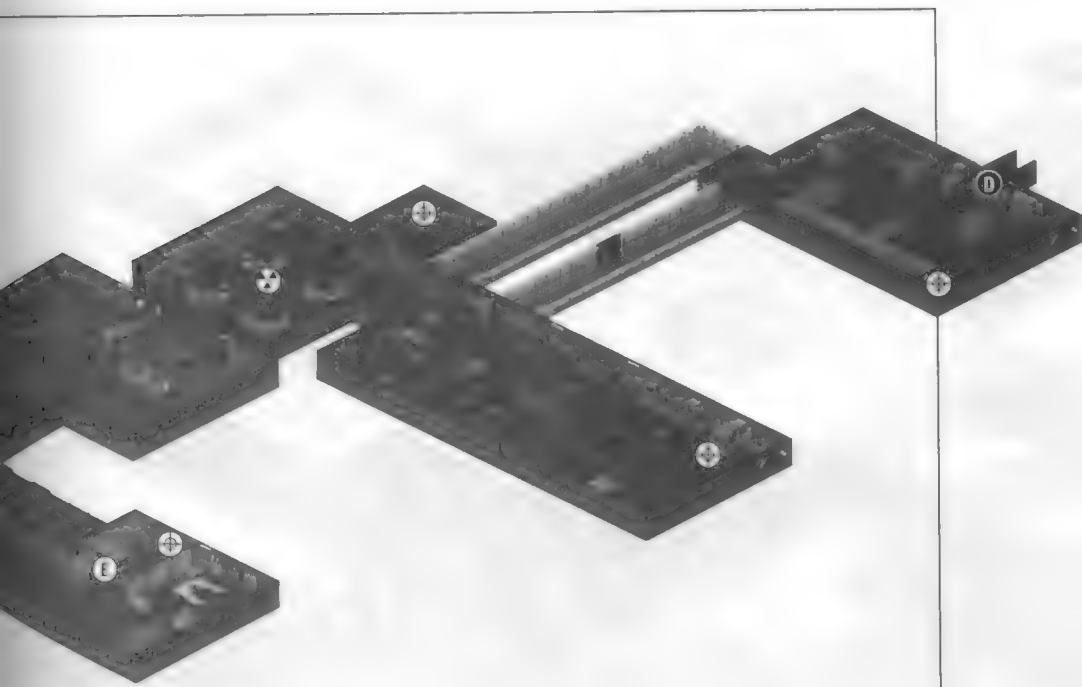
2ND

103

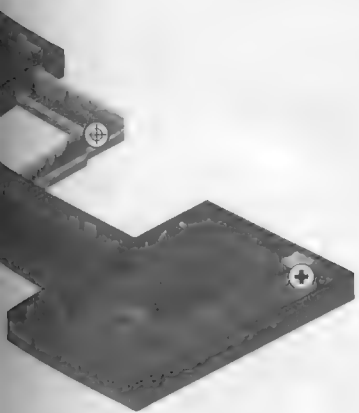
MISSION 8

- ★ Objective
- A Outgoing Passage
- A Incoming Passage
- ⊕ Useful Item
- Useful Tool
- ☢ Health Drain
- ⊗ Power Drain
- ⊕ Health Station
- ⚡ Power Station





5TH



2ND

(2ND)

3RD

FINISH

START

106

MISSION 9

- ★ Objective
- Ⓐ Outgoing Passage
- Ⓐ Incoming Passage
- ⊕ Useful Item
- Useful Tool
- ☢ Health Drain
- ⊗ Power Drain
- ⊕ Health Station
- ⚡ Power Station



1ST

START

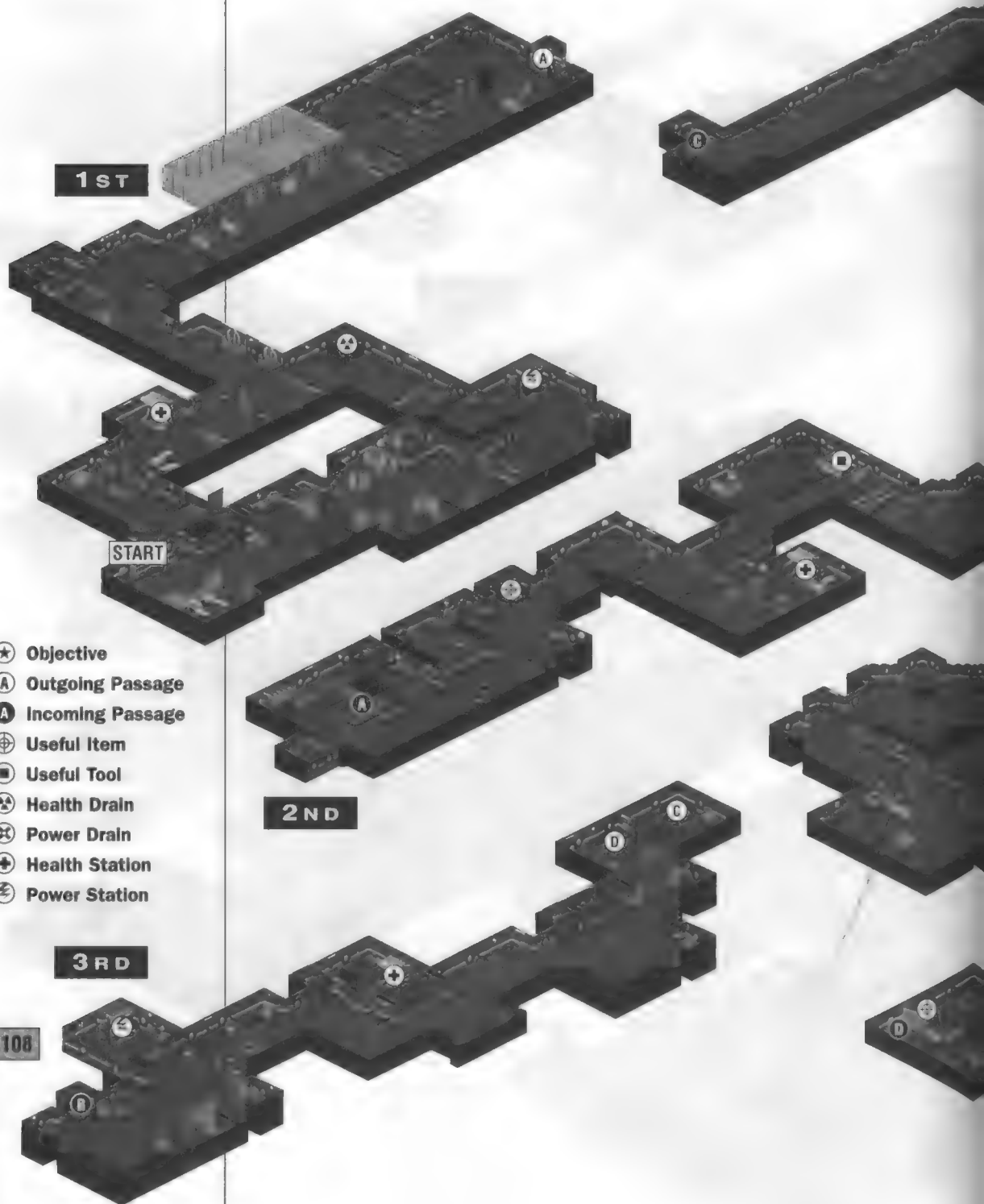
2ND

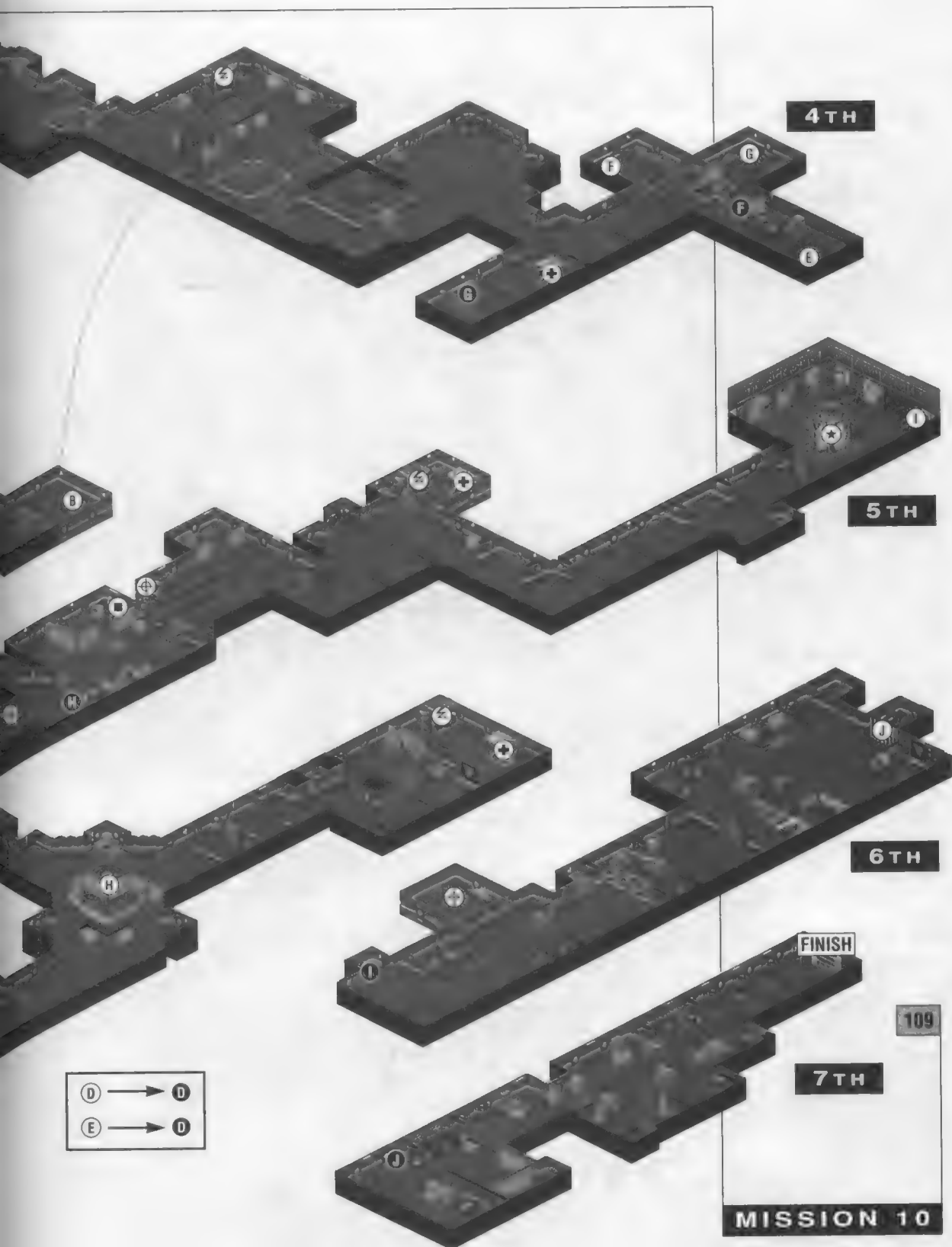
3RD

108

MISSION 10

- ★ Objective
- Ⓐ Outgoing Passage
- Ⓐ Incoming Passage
- ⊕ Useful Item
- Useful Tool
- ☢ Health Drain
- ⊗ Power Drain
- ⊕ Health Station
- ⚡ Power Station





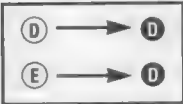
4TH

5TH

6TH

FINISH

7TH







WALKTHROUGH

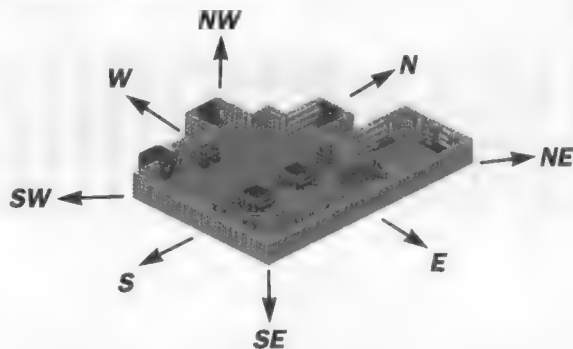
WALKTHROUGH INTRODUCTION

The walkthroughs in the next section were compiled by sitting down with the designers who created each mission and having them show us every secret area and all their trickiest traps and puzzles.

It's not possible to list every enemy and threat in the game. For one thing, the exact nature of the enemies in any given room often change dramatically depending on the skill level, and for another such a list would be extremely long and, frankly, pretty boring (it's more fun to fight your way through a room than to read about it). We've tried to give you all the information you really need to accomplish each mission, as well as all the tricky stuff like how to find hidden rooms, or the solution to the more interesting (that is, devious) puzzles.

Each mission's walkthrough begins with a few lines summarizing the plot of the game, and a short overview of the specific designer's style and goals in creating the mission. Each of the game's four designers has a unique personality that comes through in his or her missions, and we thought you'd enjoy being able to put names to the challenges you're facing (and to your muttered curses).

Finally, a word on direction. Because of the game's isometric perspective, this can be just a bit confusing. The maps are generally laid out with room walls facing the corners of your screen, and room corners pointing to the sides of your screen. In the videos, when you get a message to "move east," you're actually being told to move towards the lower right corner of your screen — what would normally be considered map southeast. Basically, the screen should be read like a normal map twisted 1/8 turn clockwise. The walkthroughs use both standard directions and "game" directions, depending on the situation. It works out like this:



MISSION 1: THE FREIGHTER

Designed by Bruce Adams

Escaping the destruction of the Vigilance Platform (at the end of Crusader: No Remorse), your life pod is picked up by a freighter carrying the radioactive lunar element Di-Correalium. (The freighter had intended to transfer its cargo to shuttles at the Vigilance Platform's docking facility, but the Platform's destruction forced it to turn around and return home.)

You're contacted by Denning, an operative of the Lunar Resistance. Throughout the mission, he offers clues and advice to help you get off the freighter (destroying it and its valuable cargo in the process). It can easily be fatal not to answer your datalink and take Denning's advice.

This mission is extremely straightforward — there's not much space for a lot of secret rooms and detours on a spaceship. Basically, you go from one end of the ship to another, then down a deck, back along the ship's length again, and down two more levels to complete the mission.

This is an introductory mission, designed to let new players get the hang of the game and to let Crusader veterans check out the new features. Consequently, the puzzles aren't as hard as they'll later become. There are numerous surprises along the way, but they're mostly in your favor. You'll usually find an obvious method to complete a given room and move on, but the obvious way is often not the easiest way. Don't be afraid to experiment, and be on the lookout for unconventional ways to get to your objective. The unconventional way will usually be easier than the obvious way (and just as exciting — it's fun to fool the enemy).

If you want to deactivate a device or force field, try following the floor conduits — they often lead to something significant. Doors with windows along the side can always be blown up, but doors that look solid and indestructible are, in fact, indestructible.

STORY

DESIGN

FIRST MAP

Opening Fire Fight

Leaving Platform

First Door

Cargo Containers

Accessing servomech in Secret Room

Reaching Secret Room

Your escape from the pod and introduction to the freighter's crew is portrayed in the game's opening animation. Immediately after the intro concludes, you drop into the game, which causes the Silencer to run right into the middle of a fire fight (1a) before turning control of the character over to you. Be ready to come out shooting.

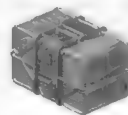
Once you've secured the area, the first thing you have to do is go to the monitor to the right of the entrance (1b) and turn off the lasers around the exit. The switch to activate the lift up to the exit is in the storage room at (1c), but you can also (if you plan your route carefully, and don't blow up all the boxes) jump up a series of boxes to the exit platform.

If you activate the lift, however, you can take control of the servomech in (1c), using the watch station in the concealed room at (1d). By running between the monitor and the platform, you can get the exit door open and the servomech in position to precede you into the hallway and clear out some of the threats.

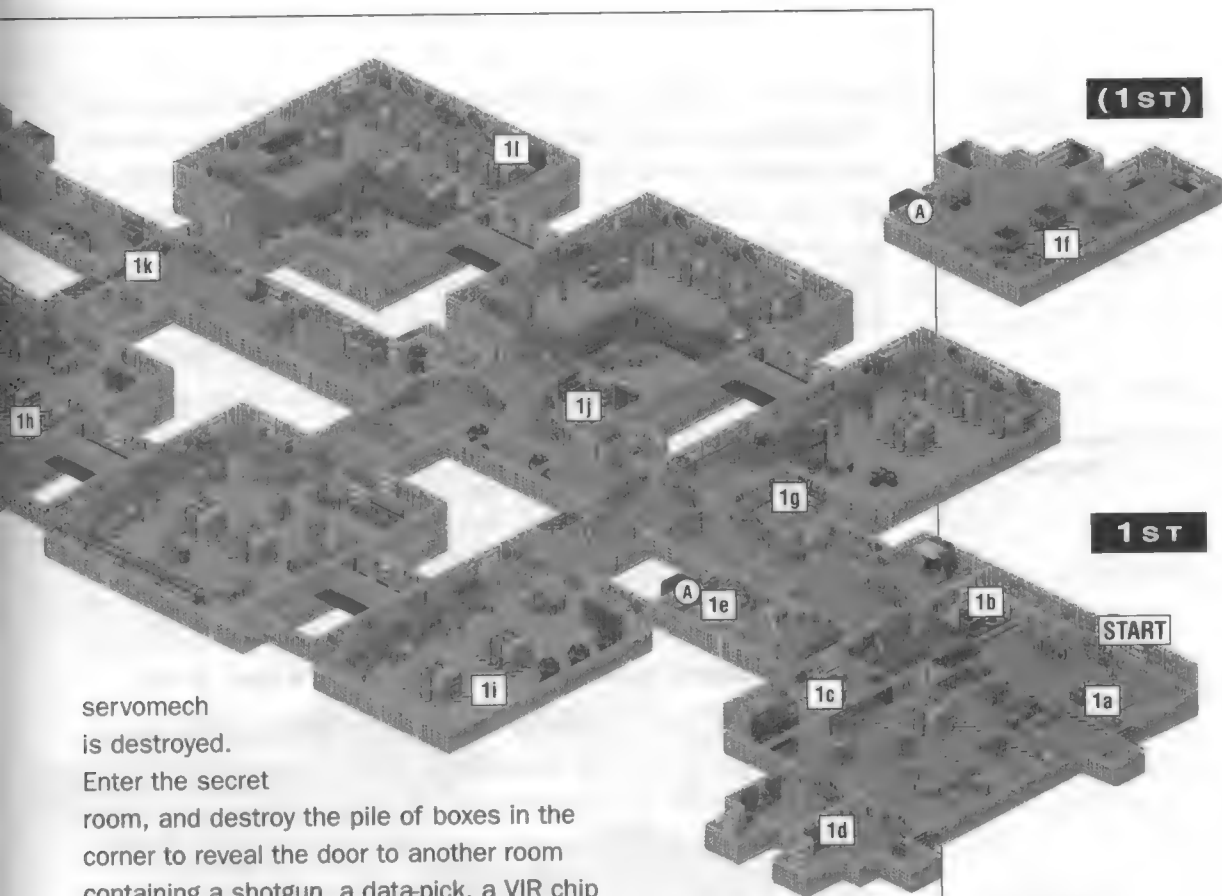
Throughout this level, you can shoot your way into the large gray cargo containers, which often contain useful items. Sometimes, however, they also contain guardian servomechs, so be careful. Also be careful about becoming too "enthusiastic" when shooting open a cargo module, or you risk destroying the goodies inside. The back and left sides (the ones you can't see directly) of the modules are impervious to your fire, but the front and right panels (the visible sides) can be destroyed.

At (1e) you'll encounter Denning and get his message. (Also note the Health recharge station nearby.) Afterwards, he'll vanish into the bowels of the ship. You can't follow him for long, but you can get into the first room to the south (behind the laser bars), which contains the entrance to the best-hidden secret room in this mission. Shoot out the box in the corner to reveal a shootable switch. Shooting it lowers the laser bars and allows you to get to a watch station. The watch station lets you take control of a servomech in the secret room (1f).

Walk the servomech over the pressure plate, which will open a security panel at (1e). This, in turn, opens the way to the secret room. The servomech will attack you if it's still alive when you enter. To kill it, position it immediately next to something that can explode, and have the servomech fire until the object blows up. Do this until the



114



servomech
is destroyed.

Enter the secret
room, and destroy the pile of boxes in the
corner to reveal the door to another room
containing a shotgun, a data-pick, a VIR chip
and other goodies.

Open the first security door with the red keycard hidden under the
pipes in the first room beyond your encounter with Denning (1g). The
rest of this level consists of six cargo bays. If you check the doors
and walls, you'll see that the cargo bays are numbered consecutive-
ly, with odd numbers on the right, evens on the left. All the bays
contain useful objects somewhere in them.

The obvious way to get to the end of the level is to fight your way
down the center hallway, taking a slight detour to search the bays
as you come across them. However, the central hall is very well-
defended, and there is a better way to finish the level. The three
bays on each side are linked to one another by ventilation ducts.
Once you get into the first bay on a side, you can use these ducts to
get all the way to the third bay. The ducts are on the upper level and
can only be accessed from the catwalks. They're covered by a scroll-
work grate — use spider bombs or detpacs to blow the grate.

First Security Door

Cargo Bays Shortcut

115

MISSION 1

**Normal Route through
Cargo Bays**

**Door at End of
Cargo Bays**

Elevator Door

SECOND MAP

Entry Turret

116

MISSION 1

The duct that leads to the third bay on the left (bay #6) leads to an entertaining surprise. When you come out of the duct (**1h**), there's a watch station on the catwalk with you (the only way to get to this particular catwalk is from the duct). Use the watch station, and the screen will focus on a cargo container in the middle of the room. Although you can't see it, you are now in control of an android inside the module. Shoot out the back or front of the module and go nuts. Watch out for the Di-Cor containers, though — the Di-Cor radiation will kill the android if you get too close.

If you do decide to go up the middle of the corridor, you'll need to follow these steps to get to the end of it. First, go to (**1i**) in Bay #2 and lower the lift by firing at the shootable switch in the corner. Then, ride the lift up. (This is also what you have to do to get to the first duct on this side.) In the two chests to the right of the upper lift is the keycard to get past the first security door (**1g**). The next security door is opened by the watch station in the little room at (**1j**).

Whether you go up the middle or around on the flanks, you'll eventually have to get through the security door at (**1k**). You can open the security panel from the monitor screen at (**1l**). You can also get through the door with a data-pick, if you've found one yet. (There are a couple hidden on this level, including one in the secret room at (**1f**.)

The elevator door (**1m**) is guarded by a force field. The force field can be canceled by the switch in the northeast corner of the area, but every time the rotating camera (the trash can-like object immediately to the left of the door) sees you, it reactivates the force field. The rotating camera is, of course, guarded by a force field of its own.

There are two ways to get through the final door. With quick movements and very precise timing, it is possible to run from the switch to the door before the camera sees you. Or, if you prefer destruction to precision, you can also clear (blow away) the boxes stacked against the wall to reveal the alcove where the camera's force field generator is set. Destroy the generator, then the camera, then throw the switch and enter at will.

The next level is devoted to life support control and crew quarters. The first large room (**2a**) is guarded by a heavy turret shielded by a force field. It is possible to outrun the turret (run in a shallow arc, rather than a straight line), but it's much easier to just blow the generators at (**2b**) to disable the force field.

The two Avatrons in the hallway (**2c**) are activated by cameras. Blow the cameras before they see you, and you won't have to deal with the servomechs. There's also a pressure plate in the floor that will throw a rocket at you.

To get to the recharge station at (**2d**), clear the boxes stacked along the room's outer wall and trip any of the three switches behind them to kill the guard with the room's own defenses.

The switch to the next room's door (**2e**) is hidden behind the recharge station. For the benefit of those without this book, however, a guard also periodically opens the door. If the guard is dead (which can happen if the crossfire is heavy enough) the door can be blown with a detpac or GL-303 grenade. Be prepared for heavy fire in the newly opened area. The card for the green card reader is on the shelf in the northwest corner of the widest section in the room.

The final room on the level is a particularly devious trap. If the guard in the alcove (**2f**) sees you, he will activate the trap. If you can shoot

him before he activates it, the room will be far easier.

By all means, avoid the obvious gap between the right and left halves of the room. Instead, destroy the containers to make a new gap further down. Watch out here — a powerful suction will draw you toward the flames at the end of the room. You can stop the pull by shooting out the vents above the flame.

The alcove at (**2f**) has a monitor that reveals the pass code for the elevator. If the guard set the trap, he'll be in the alcove behind a force field. You can drop the field by hitting the shootable switch near the entrance to the alcove. The valve in the alcove will, of course, turn off the flames. Use the monitor in the southeast corner to take out the force fields guarding the generators in the southeast corner of the room. Destroy these generators to disable the force fields surrounding the wall guns and cameras around the room.

**Hallway
Avatrons**

Recharge Station

Corridor Door Switch

Green Card Reader

Avoiding Fire Trap

2ND

Elevator Code

**Turning off
Room Defenses**

MISSION 1

117

THIRD MAP

Entry Guns

Laser Barrier

Sick Bay Secrets:

**Power Station,
Keycard and Shortcut**

Servomechs

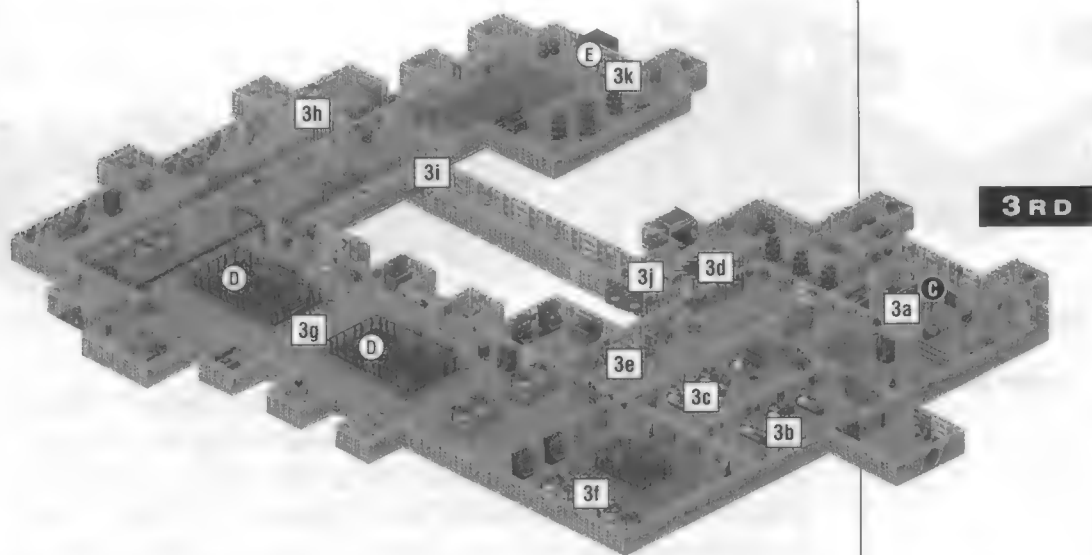
**Fenced Rooms,
Lift and Laser Rifle**

The first room in the next level is guarded by wall guns. Take out the generator to the east of the entrance to disable the shields. The entrance to the next room you need to visit is guarded by a laser barrier. There's a wall switch at **(3a)** that raises a reflector post beyond the barrier. If you shoot through the barrier at the reflector post, your shot will ricochet into a shootable switch that will drop the barrier. (You can also get through the barrier by sending a spider bomb in and detonating it right under the shootable switch.)

There are two sick bays at **(3b)** and **(3c)**. In **(3b)** there's a ventilation grate, beyond which is a watch station that lets you lower the lift to the Recharge Station at **(3d)**. At **(3c)**, the stack of containers in the middle of the room conceals a floor safe that holds a keycard. You'll need it to get access to the next room. If you feel like bypassing a couple of rooms and taking a break, look for a grate behind some stacked crates. It leads to a duct that will get you past the next couple of rooms entirely.

As you get ready to enter the next room **(3e)**, you'll get a datalink message from Denning that will warn you of approaching servomechs. He'll also direct you to a grenade launcher he's hidden for you in a side room. Immediately to your left, after leaving the room, there's a concealed door leading to a room **(3f)**. In that room, you'll find a watch station that allows you to take control of one of the approaching Thermatrons and turn it against the others.

In the next large room **(3g)**, you'll see two fenced-off areas and a lift that leads up. You can go to the first fenced area, use the monitor to activate the telepad, and teleport to the next area. The three post pads there will allow you to deactivate the laser bars blocking the next room. You can bypass all this rigmarole entirely, however, by taking the lift up, using the switch hidden behind the containers at the end of the balcony to bring up a force bridge at **(3h)**, and jumping off the bridge into the final area. Before you jump, though, cross the bridge and find the hidden grate at **(3i)**. It leads you straight to a cache of goodies at **(3j)**, including a laser rifle.



There's a civilian in the next area (**3k**) that will activate an electric floor if you don't kill him quickly. If he does activate the floor, you'll have to rely on timing and speed to minimize the damage.

After dealing with the civvie, you need a keycard to get to the elevator. It's hidden in the porthole alcove to the right of the door. (You'll get a datalink message from Denning tipping you off to the card's location.) Don't let the cameras spot you here — if they see you, they'll trigger wall guns firing rockets. Even if they miss you, the rockets will destroy a footlocker that contains some useful items.

Electric Floor

Elevator

4TH**FINISH**

4h

4f

4g

E

4b

4a

4d

4e

4c

FOURTH MAP***Turreted Cannon******Avoiding
Sunken Room******Plasma Turbines******Exiting the Ship***

120

MISSION 1

On the next level there's a turreted cannon in the first large room (4a). Be careful here — there are two cannon on the two highest difficulty settings. If you're spotted by the shielded cameras, the cannon will get much smarter and more aggressive. The easiest way to take out the cannon is to do so from the entrance alcove. Use spider-bombs to take out the four generators (two right, two left) that shield the cannon and the cameras, then blow the cameras from the other side of the wall (i.e., from within the entrance alcove). Finally, take out the cannon with timed shots. There's a hidden wall grate in this room that will allow you to bypass some of the next room's defenses.

There are several ways to get past the next room (4b). The most obvious way — down the lift in the right-hand corner — is the toughest. Using the lift activates all kinds of nasty defenses. It's easier to use the terminal at (4c) to get the code to the number pad at (4d). The code in the monitor doesn't work, *but* when you try the bogus code you'll get a message from Denning giving you the *real* code (watch your comm-link). The real code (122) drops the laser barrier, allowing you to get to the hidden wall monitor at (4e). It raises a light bridge, letting you avoid the sunken room with the tracked turret.

The large mechanisms at (4f) are the ship's plasma turbines. Destroy at least three of the four to accomplish your mission. When the turbines are destroyed, a door will open to the north. At (4g) is a watch station that opens the door on the opposite side of the deck that leads to the exit. Destroy the three generators at (4h), and you're free to teleport out and begin your lunar adventures.

MISSION 2: THE MINES

Designed by Melanie Green

Teleporting out of the exploding freighter, the only available telepad is into the heavily guarded Di-Cor mine area. You're contacted by Torch, a Resistance sympathizer and radiation-scarred "graduate" of the mines, who gives you the guidance you need to make your way to the living areas of Dark Side Station, where you can rendezvous with the rest of the lunar rebels. It's up to you, however, to carve your way through the many guards and automated defenses (as well as the dangers of the mining operation itself, including the highly toxic Di-Cor). There's no specific objective in this mission — you just have to get out alive.

This mission is fairly short. Although the maps are large, there are only three of them — and they're all very straightforward. Basically, you keep going forward until you're out. Much of the difficulty on this mission will depend on how thorough you were in the previous mission. If you found most of the hidden weapons and other goodies (and used them judiciously), you'll have a significantly easier time than if you just dashed through the freighter without digging up a lot of useful extras.

Watch out for raw Di-Cor ore. It automatically does radiation damage when you get near it. Several useful radiation shields are stashed around the level, but even with a rad-shield you should keep Di-Cor exposure to a minimum. It's a Hobson's choice between Di-Cor draining your health or a rad-shield sucking your energy.

One thing this mission doesn't have are very many watch stations that allow you to take control of mechs or gun emplacements. It makes sense if you think about it, though. If you were running a prison, would you put the security controls in the middle of the convict's work area?

*Green threw in little twists here and there in this level, like a switch that does nothing but activate a trap, or a shootable switch that's set correctly when it displays **red**. There's not a **lot** of deception in this mission — just enough to keep things interesting.*

STORY

DESIGN

FIRST MAP

*Turning Off
the Steam*

1ST

Two Blind Alleys

(1ST)

START

Spider Bombs/Mines

The Way Out

122

*Getting a Radiation
Shield*

MISSION 2

From the freighter, teleport into **(1a)**, and go around the corner to the large room at **(1b)**. To turn off the steam blocking the exit, use the valve up on the catwalk near the north corner of the room.

(By the way, there's a chest containing a shotgun stashed under this catwalk.) You'll find second chest with another shotgun at the end of the blind hallway at **(1c)**, but also some loose Di-Cor, so don't linger too long.

The door at **(1d)** is a blind alley, but the door at **(1e)** provides a way out. Watch out for the floor mines, however.

The room at **(1f)** is heavily guarded, but its most annoying protectors are the spider bombs and spider mines that start appearing if the camera sees you. A switch that lets you escape this room is located on the back wall, behind the six transformers in the fenced-off area.

The switch at **(1g)** opens the door that leads out, but don't be too hasty to use it, because the same switch also opens a door behind you **(1h)**. This second door leads to many useful goodies, notably the recharge station and a switch that opens the door to **(1i)**.

The telepad in **(1i)** sends you to the heavily guarded area at **(1j)**, where another telepad takes you to a small room with a rad-shield. From there, retrace your steps back to **(1g)**.

At (1h), blowing the generator to the left of the entrance de-powers the electric floor, while the transformer to the right takes down the forcefield on the elevator. The safe on the back wall holds the key-card to open the elevator that leads down. Note the hidden room with the recharge station behind the safe.

When you enter the second level at (2a), a shootable switch is above your head. This is the deceptive switch that you want to display *red*.

There's a *big* shortcut through the concealed door on the east wall. At (2b), there's a shielded conveyer belt and a box of spider bombs. Send the bombs under the force field to take out the transformers in the side room. This will drop the shield on the conveyor. If you jump onto the conveyor (shooting out the wall-guns ahead of you) it will take you all the way to (3a), bypassing most of the second level. This is an attractive option if you're low on ammo, or if you're trying to time yourself.

If you ignore the shortcut, you'll need to go up the lift near (2a) and hit the switch between the electrified walls at (2c). Fight your way to (2d) and blow the generators in the corner to lower the force field guarding the conveyor at (2e). Don't throw the switch at (2e) — it opens flame jets along the conveyor, and you'll have to destroy the shootable switch to get into the concealed room behind the conveyor to turn them off.

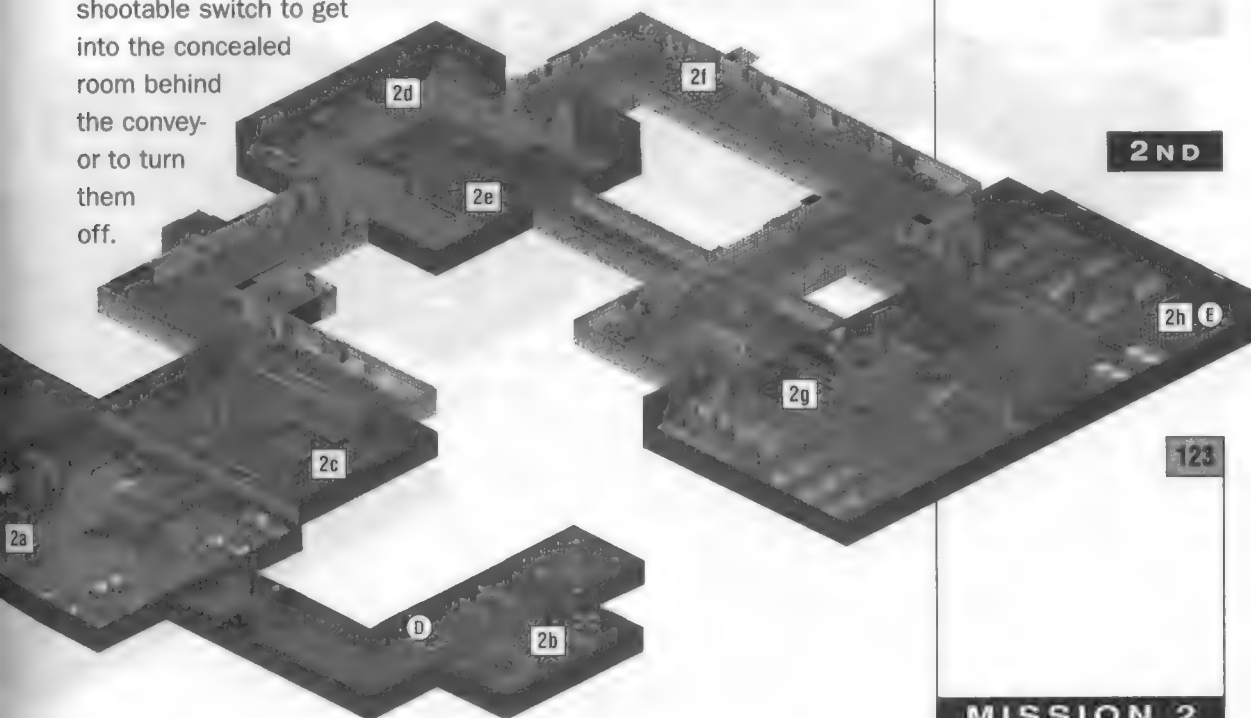
More Goodies

SECOND MAP

Keep the Switch Red

**Shortcut to
Third Map**

**The Normal Route:
Reaching the Conveyor**

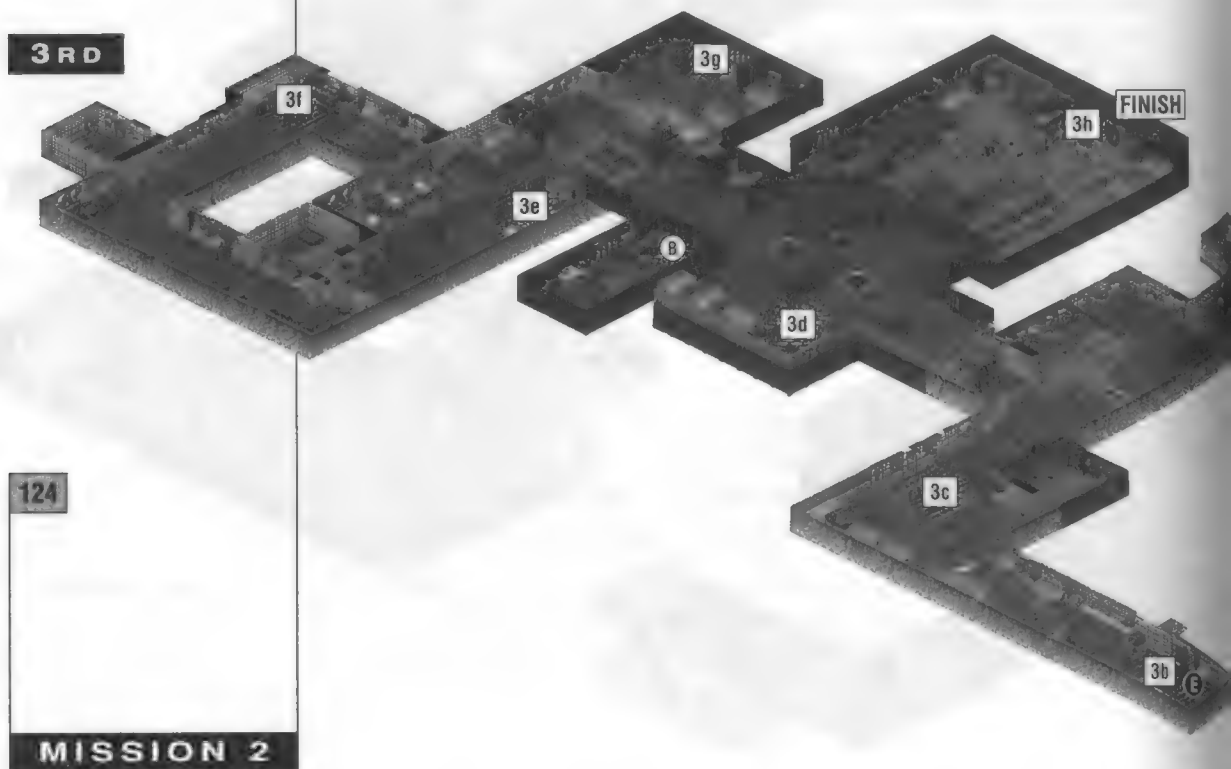


Another Blind Alley

**From Conveyor to
Next Map**

The large hallway at **(2f)** is a literal blind alley, full of nasty toxic Di-Cor and absolutely nothing of use. Don't even enter this area.

When you get off the conveyor, you'll find that there's a large number of troops heading your way. (Torch will send a message to your comm link warning you of their approach.) You can use the watch station at **(2g)** to take control of a servomech and ambush them, or you can make a dash for the teleporter at **(2h)** and try to get past the intervening defenses before the troops arrive in full force.



If you took the shortcut from (2b), you'll arrive at (3a). The keycard to get out of the L-shaped corridor is located on the left wall, just past the bend.

If you went the long way, you'll come out at (3b). Clear away the three crates near the telepad to reveal a shootable switch. Shoot the switch to red. This opens a secret door to a valve that turns off the flame blocking your way to (3c).

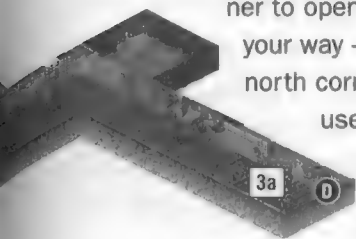
The heavily guarded post pad at (3c) opens a secret room with a watch station, which in turn opens the way to the lift. The lift takes you to what is, according to the number on the wall, Level 5.

If you blow the grate over the pit at (3d), you'll be able to set your sights on a shootable switch that opens a door on the north wall (behind this wall is a radiation shield, if you haven't already teleported in from (1i) and gotten it).

Fight your way to the lift at (3e), then go down and take out the orange generator nearby. Go around the spiral hallway to (3f).

This hallway contains several small hidden rooms that house guards, but also treasure. The hidden rooms will open if the alarm is activated at any time while you're in the area. At (3f), grab the blue keycard and use the watch station. Go back to (3e) and take the lift up.

The door to (3g) is now open. Use the watch station in the east corner to open the door to (3h). There's a big nasty gun in your way — kill the three orange generators in the north corner to drop its shields. Destroy the gun and use the post panel to deactivate the force field around the watch station. The watch station deactivates the force field blocking the elevator. Enter the elevator to proceed to the next mission.



THIRD MAP

From the Shortcut

From the Conveyor

Reaching the Lift

*Another
Radiation
Shield*

Down the Lift

*Reaching the Exit
Watch Station*

MISSION 3: RENDEZVOUS

Designed by Melanie Green

STORY

Having finally made contact with Col. Shepherd, the C.O. of the Lunar Resistance, you are promptly given your first mission. The Resistance is under severe pressure from increased LMC security, but they have a new secret weapon that can even the odds — if they can use it.

The rebels have devised a “Trojan Horse” program that will allow them to take control of the station’s tubeway system at will. This will give them unrestricted, secure, high-speed transportation to anywhere in the station. The catch is that the program can’t be used until it’s been uploaded to the proper data processor. It’s your job to get to the computer in question and load up the software.

DESIGN

This mission has only two maps, and although both are quite large, you probably won’t play entirely through both of them (unless that’s your personal preference). There are several places in the mission where the path to the mission objective branches — there’s an easy way, and a hard way. Usually, the easy way is concealed and the hard way is obvious, but in at least one case, it’s simply a matter of random choice.

This is the first mission in the Crusader series with usable stairs.

Enter from the elevator at (1a) and use the watch station to take down the laser bars. Then, use the door panel to open the door.

Take out the two generators in the next room (1b) from as close to the door as possible. The first one controls the shields on the two wall lasers (they attack as soon as you cross an infrared laser beam a few feet inside the room). The second generator controls the force field to the mech station in the corner.

An android takes the lift down at (1c) and attacks you. If you take the lift back up, there's a footlocker hidden in the corner of the small upper room. The pile of boxes just to the left of the android's lift leads to a dramatic shortcut that will make this level a snap. If you're in the mood to achieve your objective quickly and with a minimum of fuss, take out the boxes, then blow the grate behind them. This grate leads to a long hall that opens into a detour. This side-step allows you to bypass the heavily guarded central office complex entirely. However, there's a fan in the hallway that will inhibit your progress until you shoot it out.

Once you get out of the long duct at (1d), watch out for the spider mines and try not to let the cameras see you. There's a shootable switch concealed behind the teleporter in the west corner. Shoot it. Once you get into the small room with the two generators, you need to take them both out to clear your way up the stairs. First, however, look in the footlocker between them and get the EM-4 Vortex hidden there. If you blow the generators prematurely, you'll lose both the locker and its contents.

There's a keycard at the top of the stairs. It opens the way to the small room at (1e), from which you can open an entrance into the hallway at (1f). This hallway is guarded by androids — the higher the skill level, the more androids.

There's a hidden monitor at (1g) that powers down the shields on the large gun across the hall. Blow all the generators in this area to clear your way to the end of the level.

At the end of the hall (1h) there's a "light switch" on the wall that will reveal the grate that leads back to the main complex.

FIRST MAP

First Door

Two Generators

Reaching the Shortcut

Exiting the Duct

Top of Stairwell

The Shortcut's Big Gun

The Normal Route

The Normal Route's Big Gun

After the Spider Bombs

Finding the Red Keycard and Easy Stairs

Hard Stairs

Avatron Monitor and Plasma Shield

Force Field/ Laser Barrier Controls

If you don't find the shortcut via the ducts, your progress will be much more complicated.

At **(1i)**, use the post panel, and pull the switch below the camera.

At **(1j)**, use the lever to deactivate the force field guarding the generators behind the big gun. Destroy the generators to lower the shield on the weapon. Once the gun is destroyed, use the monitor in the room behind it to open the door.

Watch out for the spider-bomb ambush at **(1k)**. Additionally, the left-most switch on the wall brings up a bouncing betty. The next two switches, in order from left to right, open the door.

Go around the corner to the small room beside the stairs at **(1l)**. Get the red keycard from the chest. There's a hidden switch in this area that will drop the laser barrier and allow you to go right up the stairs, but if you're determined to do it all the hard way ...

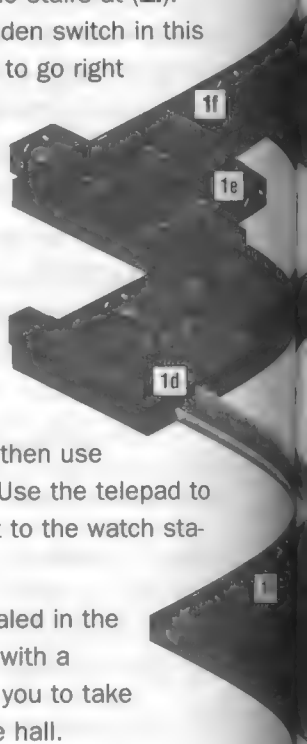
... Go back to **(1m)** and use the key card reader to enter. Use the post pad concealed under the containers inside to summon a force bridge.

Cross the bridge to **(1n)** and use the monitor to open the door. Then, go destroy the four generators at **(1o)**.

Use the door panel at **(1p)** to reveal the telepad, then use the monitor to access the code that activates it. Use the telepad to travel back to **(1l)**. This time, you'll be able to get to the watch station, which will then open the way to the stairs.

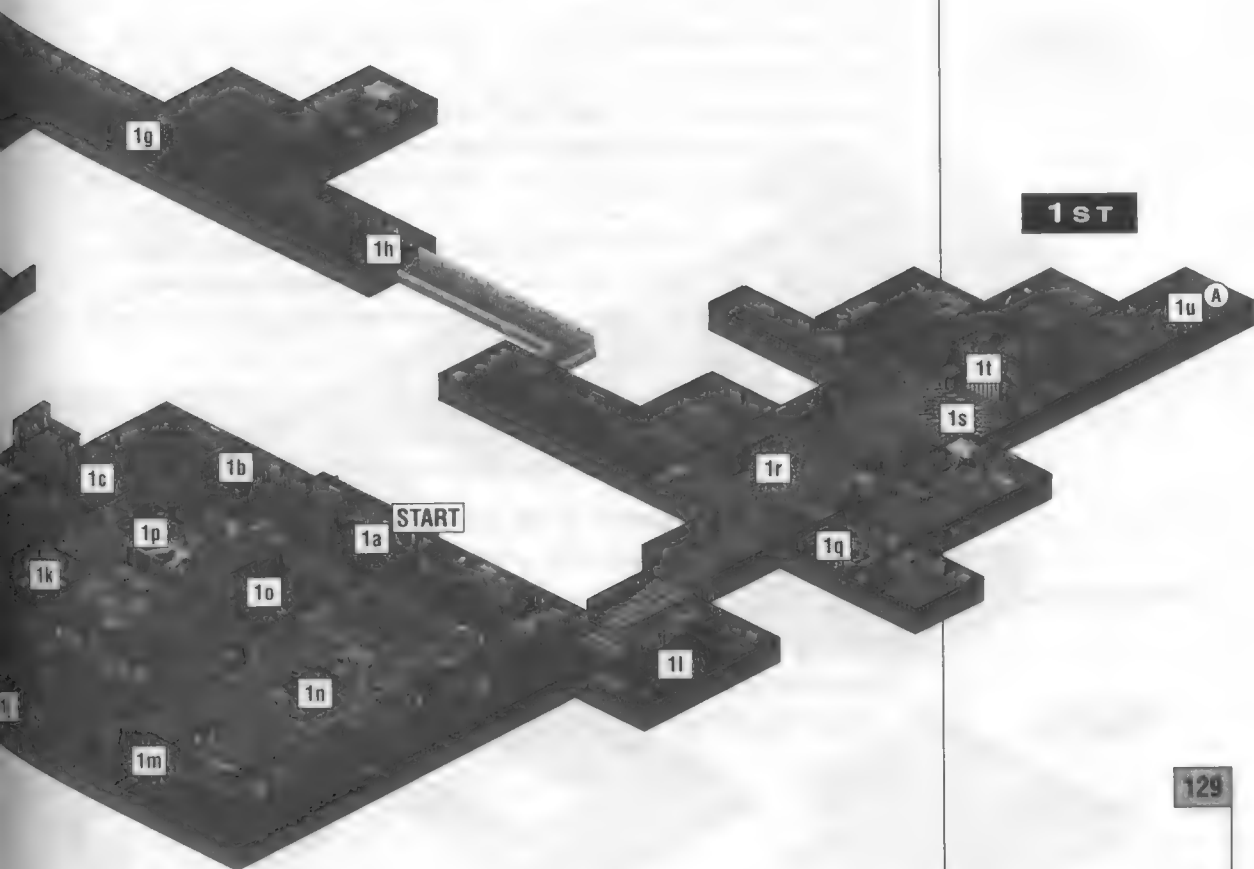
Note the hidden room at **(1q)** with its door concealed in the south wall. The room *behind* this one has a safe with a Plasma Shield, and a monitor station that allows you to take control of an Avatron servomech further down the hall.

Use the watch station at **(1r)** to take down the force field and laser barriers.



At (1s), watch out for the grate on the floor — it won't support your weight and covers a pit trap. Blow away the stuff stacked against the north wall to reveal the way to (1t). Take out the Vetron mech you find there and blow the generator. This will open the secret door behind the Vetron's station. Use the watch station in the secret room to open the way to the elevator. A yellow key card is on the table in this room — it allows you to get to the recharge station to the north. The elevator to the next level is at (1u).

**Hidden Door
and Vetron**



SECOND MAP

*Turning off
the Big Gun*

*Through the
Android Room*

The Back Door

The Obvious Route

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MISSION 3

When you enter the next level, search all nooks and crannies for a concealed switch that will open the way to the generators at (2a). The switch is just outside the door, and you'll have to time your moves precisely to get into the generator room before the big gun gets you. Taking out the generators gives you an easier fight against the many automatic guns (three wall guns, one cannon) around (2b). The watch station behind the big cannon opens the door out of the area.

At (2c), use the wall monitor near three blue crates and a teleporter. This opens the door to the southwest.

Blow the wall grate at (2d) and follow the duct. If you hang around the area too long without using the grate, Shepherd will contact you and tell you about it.

You emerge in what seems to be a sort of rec room or lounge (2e). If the cameras see you, a secret room with two androids will open (you can also get to the androids' room with any of several keycards hidden around the rec room). A monitor in the android room opens a concealed door to the left.

At (2f), blow the two generators to your right, then walk southwest. A pressure plate opens the way to (2g). There, a wall switch will open the way to the three small generators at (2h). Also in this area is a watch station that opens a security door to your objective. Destroying the generators here will take down the shields on the two large generators at (2i). Once all these generators are down, your objective will be much less defended than it was previously.

Near the recharge station at (2j) is a shootable switch that opens the way to a secret room with some goodies.

Use the wall switch at (2k) to open the concealed room. Inside the hidden room, use the monitor. If the alarm is on, use the switch to deactivate the force field. Grab the green keycard next to the monitor.

2i

2g

2h

At **(2l)**, destroy the two generators behind the cannon to drop the cannon's shields. The lever will deactivate both shields guarding the other cannon, as well as the laser bar at the top of the lift. The monitor at **(2m)** activates a force bridge.

Go down the lift to **(2n)** and use the monitor to get the keypad number.

Your main mission objective can be performed at **(2o)**. Use the watch station to remove the laser barriers, then search the terminal and use it. Once you've done this, the virus uploads and a hidden door opens.

Use the security panel to open the hidden door at **(2p)**. A green crate in the corner at **(2q)** has a blue keycard hidden under it. There's an identical keycard hidden on a guard in the area. Either one will get you through the keycard reader.

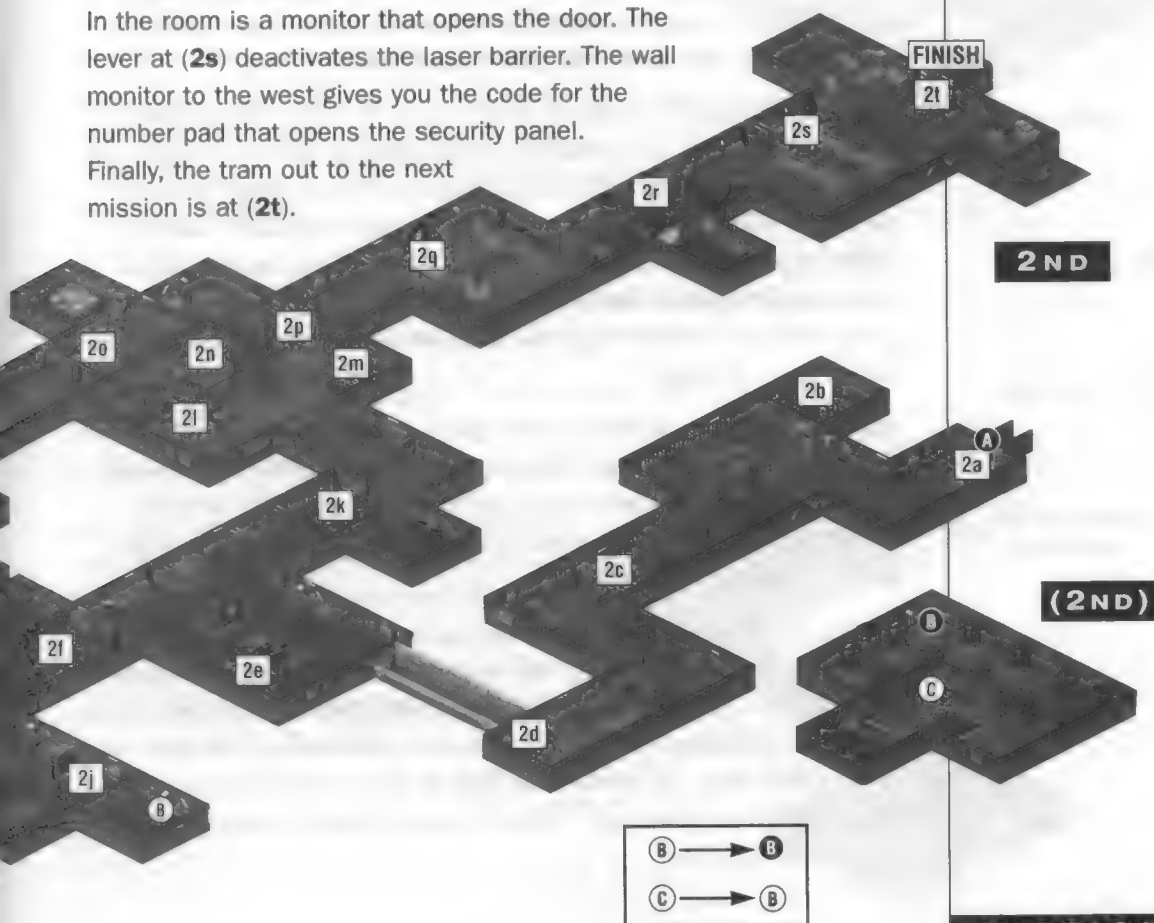
A door panel at **(2r)** gets you into the hidden room. In the room is a monitor that opens the door. The lever at **(2s)** deactivates the laser barrier. The wall monitor to the west gives you the code for the number pad that opens the security panel. Finally, the tram out to the next mission is at **(2t)**.

Two Cannon and a Force Bridge

Uploading the Virus

The Blue Keycard

Getting Out



MISSION 3

MISSION 4: DATA SEARCH

Designed by Mark Vittek

STORY

Now firmly established as a member of the lunar Resistance, you're assigned to invade an LMC data-processing center and obtain information on political prisoners believed to have been taken into custody recently. Under the guidance of Lt. Col. Shepherd, you make your way to the necessary terminal. You discover that the Col. is an efficient but exacting commander with no tolerance for screw-ups. Obtaining the sought-after files at last, you are surprised to encounter the name of a comrade you had thought lost forever.

DESIGN

Lead designer Mark Vittek designs pitilessly. Anybody who can make it through this mission on the first try without a restore can proclaim himself an action-game genius and retire. On the plus side, Vittek places more recharge stations on his levels than any of the other designers. On the down side, you'll need them.

Vittek takes delight in what he calls "stupidity tests." This usually means that the obvious solution to a problem or puzzle is a total red herring, while the real solution is placed just out of sight. He takes particular pleasure in watching testers perform the same useless action over and over. If you find that something isn't working, look over your shoulder, or behind the nearest box, or in some other place just convenient enough to make you embarrassed you didn't notice it immediately.

Not all the puzzles in this mission are merely embarrassing. In fact, most are downright deadly. This level contains one of the few areas in which you can just walk into a room and die. You are, however, given fair warning. Here's a not-so-subtle hint — if you see a skull and crossbones, believe it.

Vittek has several repeating themes in his mission. Not forgetting basic human needs, most of his levels have bathrooms (with working toilets — they flush when you manipulate them). For some reason, WEC personnel are fond of stashing footlockers in the bathroom stalls. Also, his civilians tend to go for the nearest alarm or trap-trigger when attacked. There's no such thing as a non-combatant on his missions.

When you get off the tram at (1a), the first thing you'll see is a civilian going for the alarm box. Use the security panel to deactivate the laser bars. If the security panel is sealed, there's a switch to open it on the east side of the room.

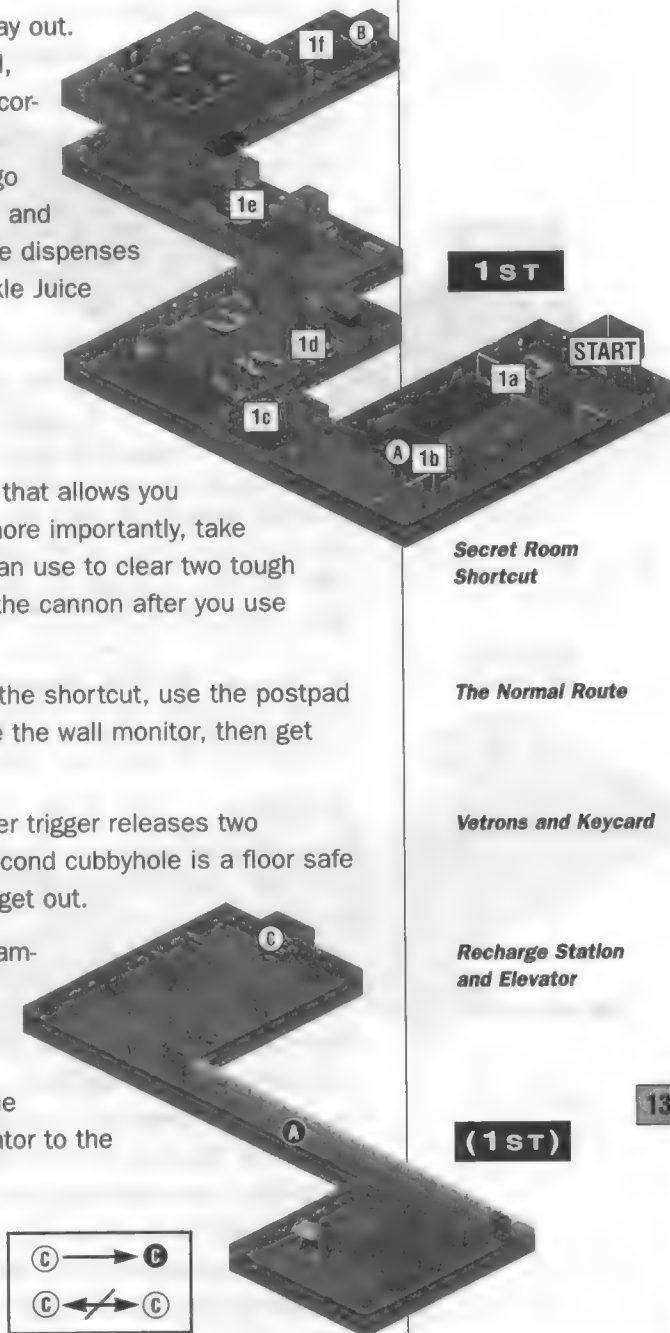
At (1b), the security panel opens the way out. If you need to unseal the security panel, you can use the post pad in the south corner. There's also a neat secret room in this area. The best way to find it is to go to the soda machine, stand to the side and use the machine. The cans the machine dispenses tend to blow up (and you thought Sparkle Juice was just for wimps!). If a can hits the grate in front of the machine, it will destroy it, revealing the entrance to a secret room.

This secret room contains a teleporter that allows you avoid the rest of this level and, even more importantly, take control of two heavy cannon that you can use to clear two tough areas ahead. (Don't forget to blow up the cannon after you use them, with **[Shift]↑**).

If you decide not to take advantage of the shortcut, use the postpad under the exit sign at (1c). At (1d), use the wall monitor, then get the keycard out of the safe.

The hallway at (1e) is trapped — a laser trigger releases two Vetrans from the cubbyholes. In the second cubbyhole is a floor safe that contains the keycard you need to get out.

At (1f), a force field energizes if the camera sees you. Destroying the camera will also release the force field. Be ready for a Guard to attack from the elevator the first time you try to use the recharge station at (1f). Take the elevator to the next level.



FIRST MAP

Laser Bars

1ST

START

**Secret Room
Shortcut**

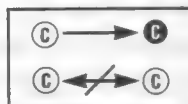
The Normal Route

Vetrans and Keycard

**Recharge Station
and Elevator**

(1ST)

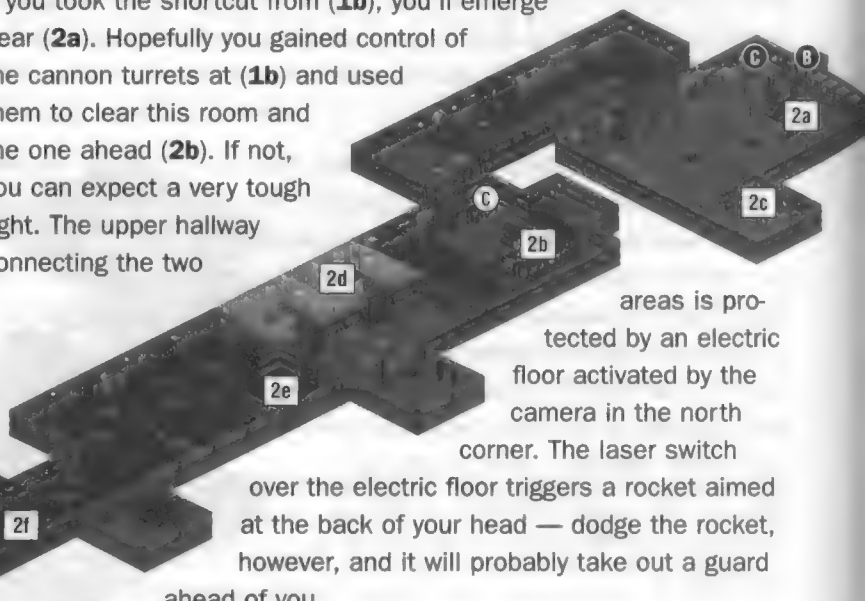
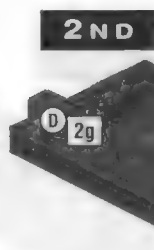
133



SECOND MAP

Electric Floor

If you took the shortcut from (1b), you'll emerge near (2a). Hopefully you gained control of the cannon turrets at (1b) and used them to clear this room and the one ahead (2b). If not, you can expect a very tough fight. The upper hallway connecting the two



areas is protected by an electric floor activated by the camera in the north corner. The laser switch

over the electric floor triggers a rocket aimed at the back of your head — dodge the rocket, however, and it will probably take out a guard ahead of you.

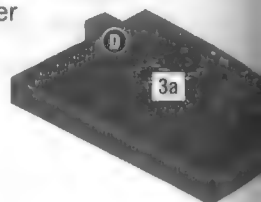
A

Androids activate as you take the lift down to (2b). The wall monitor behind the Android station opens the door to the small side room at (2c). Use the post pad to activate the teleporter to take you back to (2a), from where you can get to (2c). This room contains a BK-16.

At (2d), you'll find the "necessary rooms" for this part of the building. Watch out for the guy with the grenades in the men's room. You'll get a video from Shepherd warning you about approaching cametrons.

There's a floor turret at (2e) that activates when the cameras spot you or when you step on the pressure plate under the WEC logo. Shoot the shootable switch to get through the laser bars. At (2f), the soda machine miraculously turns into a mech (cametron). Shoot the generator just beyond the force field to drop the field and let you out.

The final room in this level (2g) is not the most efficient ambush the WEC has ever planned. The guy with the grenades tends to do more damage to the civilians on his own side than to you. Furthermore, if you press [B] when you enter the room, a bouncing betty in the far corner will activate and probably inflict heavy casualties on the enemy. Once you've got the enemy situation under control, use the post pad to turn off the force fields around the two generators, and then destroy them. Use the security panel to get into the elevator.



Floor Turret, Laser Bars
and Force Field

Grenade Ambush

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The keycard you need is on the table at **(3a)**. As you approach the door, a flame blocks your way — you can deactivate it by shooting the generator on the far wall, or avoid it by going through the transformers. The hallway at **(3b)** is guarded with concealed wall lasers that appear if the camera sees you.

Use the post pad at **(3c)** to drop the shield around the generators, and then destroy the generators to take down the laser bars. One of the generators is actually a disguised servomech, but if you don't want to deal with it, you can probably outrun it to the lift. When you step off the lift, a wall-gun will go off right in your face, so roll out. The switch by the door opens an exit, and the post pad opens the door at the far end of the hall.

The entrance to the room with the health station **(3d)** is behind the second set of containers in the hallway. Once you're in the room, you can't get out. However, Shepherd will contact you with the passcode you need to open the door. He'll have some sharp words to say about a Silencer who lets himself get trapped by a "broom closet," but nonetheless, the goodies in the room make it worth the visit.

In the large room at **(3e)**, walk across the force bridge. On the other side, you can either fire between the computers to take out the generator that powers the force bars, or use a mine-det to blow the mine and then roll under the bars. The hallway outside the room is guarded by a shielded wall gun. Blow the generator opposite the gun to take down the shield. The generator on the same side of the hallway as the gun is a disguised cametron (use a spider mine on it).

An electric floor at **(3f)** activates if the camera

spots you, or if the tech turns it on. You can turn it off with a shootable switch. At the end of the hall, there's a switch that raises a force bridge. Go across the bridge to the island at **(3g)**, using the switches there to take down the force fields guarding the machinery below.

Next, go down and take out the generators as you come across them. Don't get too close — they drain either health or power.

THIRD MAP

Flames

*Laser Bars
and Lift (On and Off)*

*Health Station and
Other Goodies*

*Force Bridge, Force
Bars and Wall Gun*

3RD

*Electric Floor,
Force Bridge
and Generators*

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**Fission Battery
and Elevator**

A keycard near the health station opens a partially concealed safe near the elevator that contains a fission battery. The elevator is well-guarded. If the nearby camera sees you, it pops off a floor gun, and a pressure plate in front of the elevator door fires at your head (roll in for safety).

(4TH)

FOURTH MAP
Past the
Generators
to the Lift

The room at (4a) has more radiation generators that drain your energy. If you're the thorough type, you can run to the western corner of the room and destroy the generator that creates the force fields around the radiation units. Then, you can destroy them. You're probably just as well off, however, making an immediate dash for lift and getting out of the radiation as quickly as possible. (Since the stairs are blocked, you want to take the lift.)

On the upper level, use the computer to get the code to the number pad. This opens a safe that contains a yellow key card. Watch out, however, for the pressure plate in front of the safe.

4TH

Yellow Card

Before going back down the lift, destroy the two generators near the computer. See that skull and crossbones on the wall by the conveyor? It is *not a joke*. If you jump on the conveyor, you're simply annihilated. (You can restore your previous save game.) Now, go back down and go up the stairs with your keycard.

The room at (4b) contains a med station and a watch station that lets you control a gun you can use to clear out a forward area. A concealed

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**Skull and
Crossbones**

Useful Stations

MISSION 4

panel near the mech station at (4c) lets you get into a hallway. This lets you approach the next room from the less-guarded northwest side.

At (4d), you need to destroy four of the five generators lined up there. Watch out for the generator in the middle, however — it's a Cametron in disguise.

Take the lift up to (4e), jump across the pit, and use the wall panel. The post pad activates, along with a telepad that will take you to a secret room at (4f). There's a shielded gun right beside the post pad and a laser switch just outside that wakes up a servomech. You want to get to the other elevated section in the area, the one that contains the recharge booth and vending machines. You can avoid the heavily guarded lower level by running across the pipes (the steam they emit won't harm you — you're behind it).

Once in the "employee lounge" area, you'll get a video from Shepherd, telling you that he's hidden an inhibitor in a safe behind the green boxes in the east corner. You can use the inhibitor on the mechs, which by now are swarming the lower level. Get out the same way you came in. Back at (4e), hop back across the pit and hit the security switch on the other side to get across.

The hallway at (4g) is guarded by an electric floor. To take down the floor, you'll have to do some trick shooting. Use the wall switch to open the hidden room at (4h). Another switch toggles the force field on/off for the first generator (the one in your line-of-sight). Fire a single laser blast with the force field up — it ricochets and destroys the second generator. Then, take the force field down and destroy the first generator with whatever weapon you prefer. This deactivates the electric floor.

If the camera at the end of the hall sees you, it will pop force bars. Fire between the bars at the shootable switch to bring them down. Be on the lookout, however, for the servomech disguised as a generator.

Use the switch to get into (4i), where a watch station allows you to take control of an android who can eliminate the pesky grenadier across the force bridge. Take out the laser eye at the entrance to the force bridge, or the bridge will vanish as you cross it, dropping you onto the electric floor. On the island between the two bridges is the watch station that opens the door in the next area (4j). You can also cross this area by running across the pipes. If you do so, however, you'll have to sacrifice an energy cube to the "juicer" at (4j) to open the door.

**Four Generators
and a Cametron**

**Secret Room
with Steam Pipes**

Inhibitor

Electric Floor

Force Bars

**Grenadier
and Force Bridge**

Opening the Door

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Mission Objective

In the large room at (4k), your mission objective is the watch station on the island. There's a foot-level laser at the entrance of the island that raises an electrical field you'll have to jump through if you activate it. A post panel activates the second force bridge. You shouldn't have to go down to the floor at all.

Take out the generator in the room to the left (4l) so that you can take out the rotating camera before it sees you. If the camera does happen to spot you, it will erect laser bars in front of the tram entrance, and you'll have to turn off the alarm to get them down. Get the keycard from the desk in the room to the right (watch out for the statue that's really a servo-mech), and enter the tram to end the mission.

MISSION 5 - RESCUE

Designed by Bruce Adams

Based on the information obtained in the previous mission, the Resistance now knows where the WEC is detaining several important political prisoners, including Dr. Sekada, a high-level LMC scientist being used as a political scapegoat, and your former commander, Col. Jason Ely. You are assigned to infiltrate the high-security area of the LMC administrative complex (where these prisoners are being held) and effect their release.

This mission is enormous. It's not really much more dangerous or hard to figure out than the preceding missions, but it definitely covers more territory.

Adams likes to convey necessary information in unconventional ways. If you need a keycode and there's no monitor nearby, ask yourself, "where else have I seen numbers lately?"

In order to keep the walkthrough for this mission down to a manageable size, none of the "ordinary" traps and puzzles — things that you've done dozens of times by now, like blowing-the-generator-to-take-down-the-shield-so-the-camera-can-be-destroyed-before-it-sees-you — will not be covered. This walkthrough will give all the essential steps to complete the mission, as well as pointers to secret areas and other significant surprises that you might not spot on your own.

Entering the complex at (1a), use the lever to deactivate the laser bars. At (1b), drop a floor mine on one pressure plate, then step on the second plate to open the door.

There's a keycard at (1c) on a shelf. It allows you to get into the office at (1d). You need to find the concealed door to the southeast, use the keycard, and then use the keycard again to get into a second, secret room. Get the combination for the left-hand safe from the monitor, and open it to get the keycard, which will admit you to the back room, where you can get the combination to the right-hand safe. It contains a fusion battery.

If the door at (1e) is locked, you'll need to "feed" the juicer next to it to gain access. This isn't difficult — all you need to do is use an energy cell on it. At (1f), use the panel to open the windows (which you can shoot through). Flip the lever on the west wall to deactivate

STORY

DESIGN

NOTE

FIRST MAP

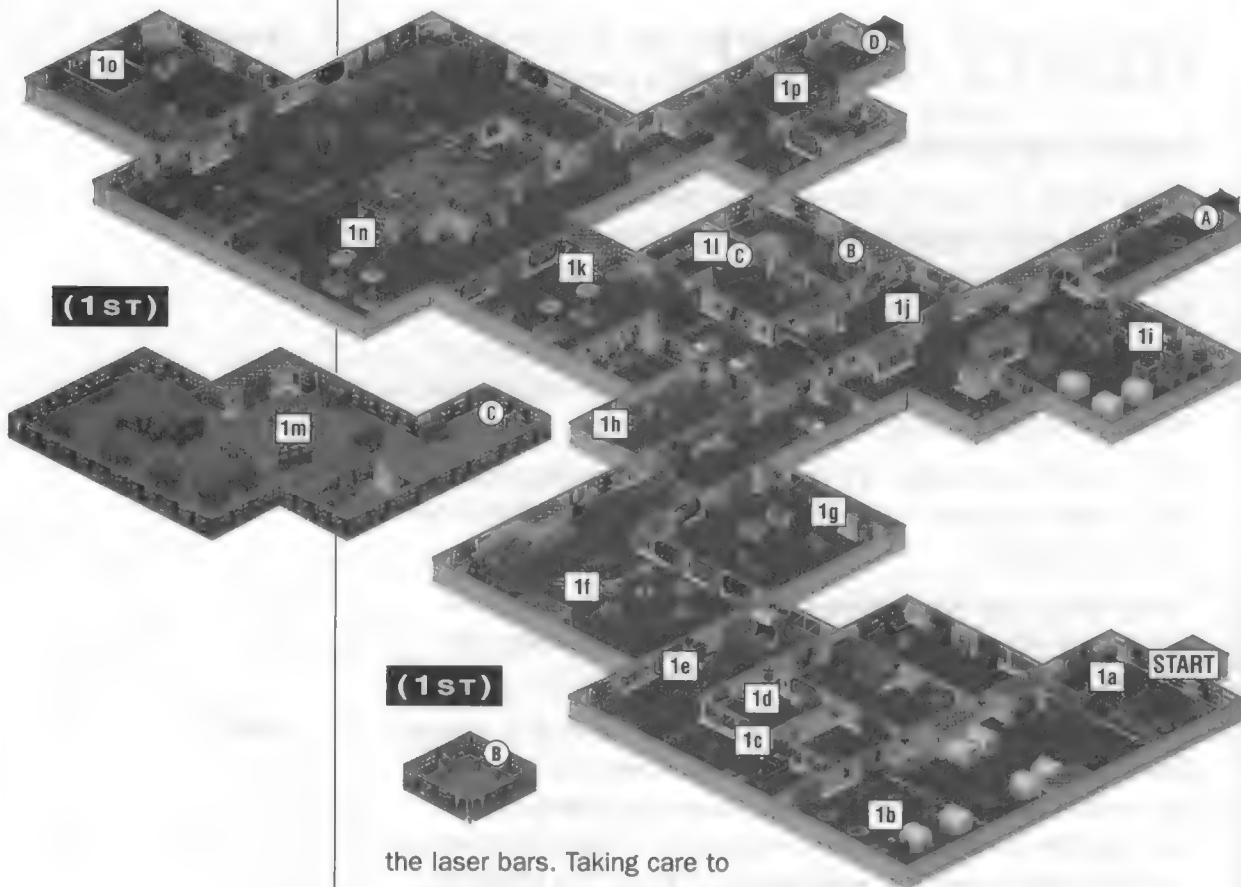
Laser Bars and Door

Fusion Battery

Juicer and Green Card

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1ST



(1ST)

(1ST)

the laser bars. Taking care to avoid the four wall guns, enter (1g) and go to the monitor to get the code for the safe. Inside the safe, you'll find a green keycard.

Destroying Shields

In the storage room at (1h) is a hidden switch that gets you into a secret room with three generators. Moreover, a hidden keypad opens a nearby floor safe. The combination to this keypad corresponds to the numbers on the room's wall. Once you've emptied the safe, destroy the generators to take down the shields on some of the armament just ahead.

Use the green keycard to get into (1i). The next step is to destroy all eight generators in the room. There's a hidden switch in the north corner that opens a secret door to a shortcut. You could take it and proceed to the next level, but you probably *don't want* to take it — at least, not if you're interested in finding out what surprises this level still has in store.

At (1j), use the wall monitor next to the crates to take down the force field.

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Generators and
Shortcut

Force Field

MISSION 5

At **(1k)** kill the Stormtrooper who comes at you from **(1l)** and confiscate the keycard he's carrying. Use this keycard to enter **(1l)**, then pick up the green key card on the shelf. The monitors let you turn off the force field and activate the telepad. Before you hop onto it, though, use the concealed switch on the northeast wall to open a secret door behind the telepad.

Make sure the telepad is *off*, then go through the secret door to the next room. Clear away the boxes in the middle of the northeast wall to reveal another active telepad. (The watch station here does nothing more than give you a preview of an upcoming room). Jump on this telepad, and it will take you to a tiny secret room with a watch station that allows you to take control of a Solartron in the armory **(1m)**. Don't open fire until you're out of the way of the turret cannon. Once the Solartron is finished (and hopefully dead, since otherwise it attacks you when you arrive), go back to **(1l)** and activate that teleporter. It takes you to the armory.

At **(1m)**, there's a concealed switch on the southwest corner opposite the telepad you came in on that opens a small but secret room. The watch station there allows you to take control of the cannon in the middle of the armory — but only if you didn't take control of the Solartron earlier. If you do get control of the cannon, remember to destroy it when you're finished with it (see p. 23). There's also a blue keycard in the secret room.

If the cannon is still active, make your way around the armory by using the tanks near the outside wall as cover. You'll come to two generators (destroy them to take down the shields on the cannon, if necessary), and two chests. One of the chests holds a duplicate of the blue keycard you could have picked up earlier in the secret room. Go back and finish off the cannon if necessary, and then go wild with all the goodies in the two safes. You'll leave this room as fully packed as you've ever been — the armory includes every weapon you might have missed up to this point, plus your very first XP-5.

At **(1n)**, take the lift up to the island, then use the post panel to activate a light bridge across to another island. The post pad there will open a door. Go back down.

Next, go to **(1o)** and use the watch station to deactivate the force field by the elevator. Go to **(1p)** and use the monitor to get the code for the keypad that opens the elevator.

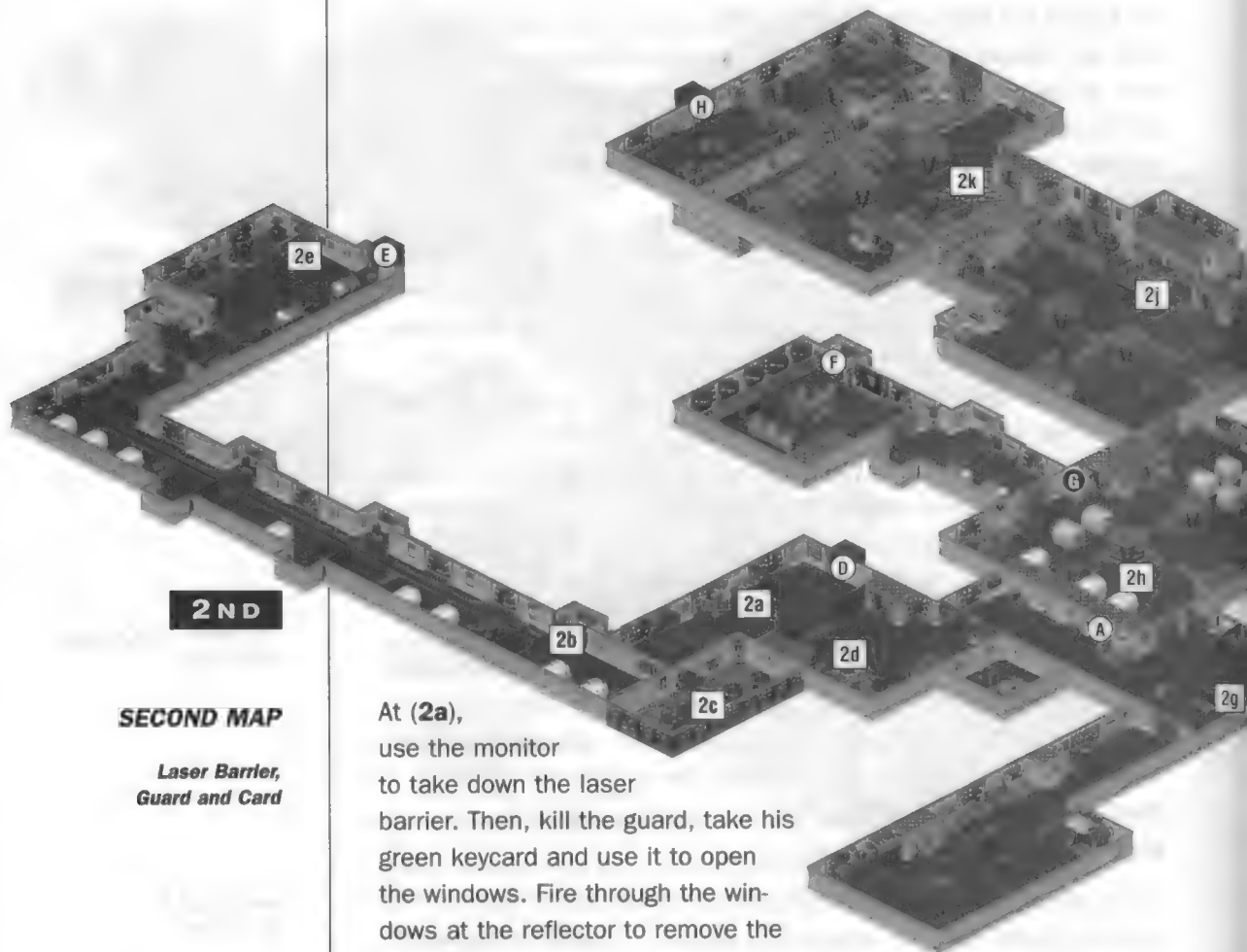
Stormtrooper

Teleport and Watch Station with Solartron

Secret Room in Armory, Blue Card

Loading up in the Armory

Getting to the Elevator



2ND

SECOND MAP

*Laser Barrier,
Guard and Card*

*Destroying
More Generators*

Shortcut Elevator

At (2a), use the monitor to take down the laser barrier. Then, kill the guard, take his green keycard and use it to open the windows. Fire through the windows at the reflector to remove the force field. A concealed card reader in the southwest wall opens a secret door to a hidden area.

Use the monitor at (2b) to get to the hidden room at (2c). Once you've reached this area, you can blow the generators to take down defenses you'll face further on, and use the three wall panels to tear up the generators in the next room (2d). A little experimentation makes it obvious how the panels control the turret in the next room — your turret is shielded, so take your time.

A long hallway leads to a shortcut elevator at (2e). The trick here, if you decide to take the shortcut, is to use the monitor to take down the laser barriers and then *run* down the hall at top speed — you have to get out of the hall before the lasers come back up, or you'll be trapped.

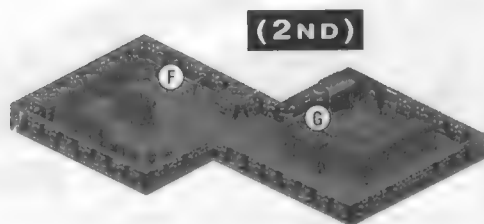
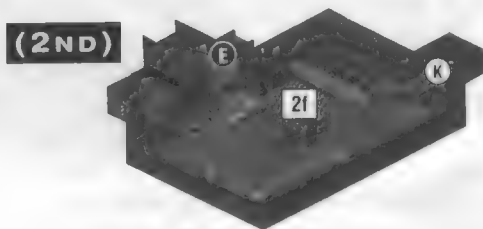
The elevator leads to one of the upper alcoves at **(2f)**. Getting to the chest in the other alcove, by contrast, requires some skilled jumping. Blow all the generators to de-shield some menaces further on in the mission. When you're done, just take the lift up and jump on the telepad to get out — you'll end up at the teleporter near **(4a)**.

If you skip the shortcut, use the monitor at **(2g)** to get the code to the door. Note the recharge stations behind the door on the south wall.

At **(2h)**, run down the conveyor to **(2i)** and use the monitor to get another code. Get into the office as quickly as possible — a grenadier ambush is going to pop up on the islands in the middle of the room, and these guys are very hard to take out.



In the large room at **(2j)**, use the lever to drop the laser barrier above the lift, then take the lift up. (Destroy the two generators to disable the electric wall first.) At **(2k)**, use the monitor to activate the first force bridge. Cross it and use the monitor near the big cannon to activate a second force bridge. Finally, use the monitor by the elevator entrance to leave the level.



Shortcut Generators

The Normal Route

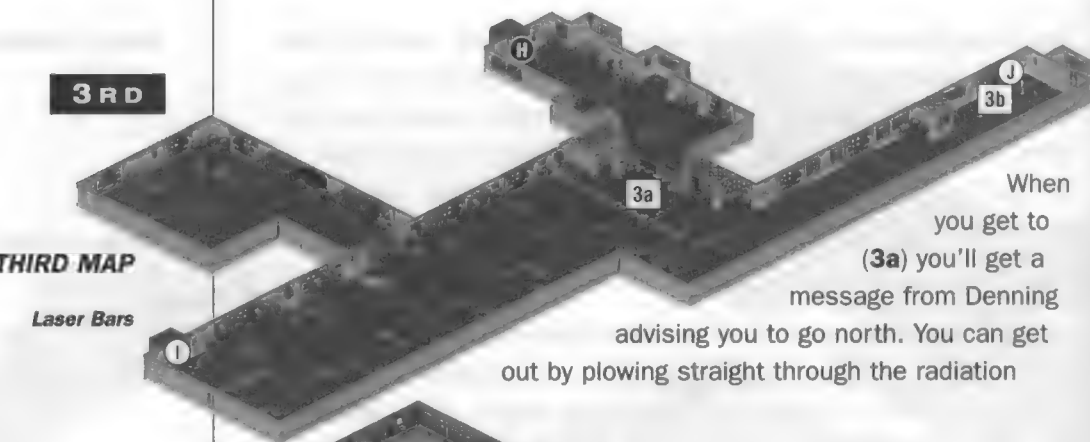
Grenade Ambush

Lift and Force Bridges

3RD

THIRD MAP

Laser Bars



Telepad

field, but Denning's way is safer. Use the switch to take down the laser bars. Around the corner, there's a second set of laser bars that you must deactivate by walking backwards into them (go figure).

Run down the hallway toward (3b). With all the floating mines, a mine-det comes in really handy about now. Drop a mine (or weapon) in the corner to open a small secret room with a monitor that activates the telepad.

Avoid the two pressure plates under the WEC logos at (4a). In fact, it would be a good idea to clear all the guards in the area with rockets or something equally final, so they don't activate the pressure plates for you.

Use the watch station at (4b) to remove the laser bars. The entrance to (4c) is hidden behind some stacked barrels. Destroy the barrels and use the door switch. The watch station at (4d) activates a monitor near (4c) which gives you the code you need to move ahead.

144

FOURTH MAP

Pressure Plates and Guards

Laser Bars and Barrels

There's a monitor near (4e) with the code to the door. Cross the big room.

To get to (4f), use the door panel across the hall. There's a floor safe behind the crates that contains a red keycard. You'll also notice a monitor that shows you a wall with the number 38 on it. This is useful, believe it or not — it allows you to use the teleport pad back in the main hall. Enter "38" on the number pad, and the telepad takes you to the room at (4g).

The monitors in the room (4g) deactivate the shields on the guns ahead. Blow the grate hidden on the south wall to access a watch station that shows you a telepad labeled 23. Enter "23" on the telepad to get to the final cell that houses the prisoners.

At (4h), use the lever under the alert sign. You can then get to the prisoner confinement area. Use the post pads to free the prisoners. When the prisoners are loose, a door to the south will open.

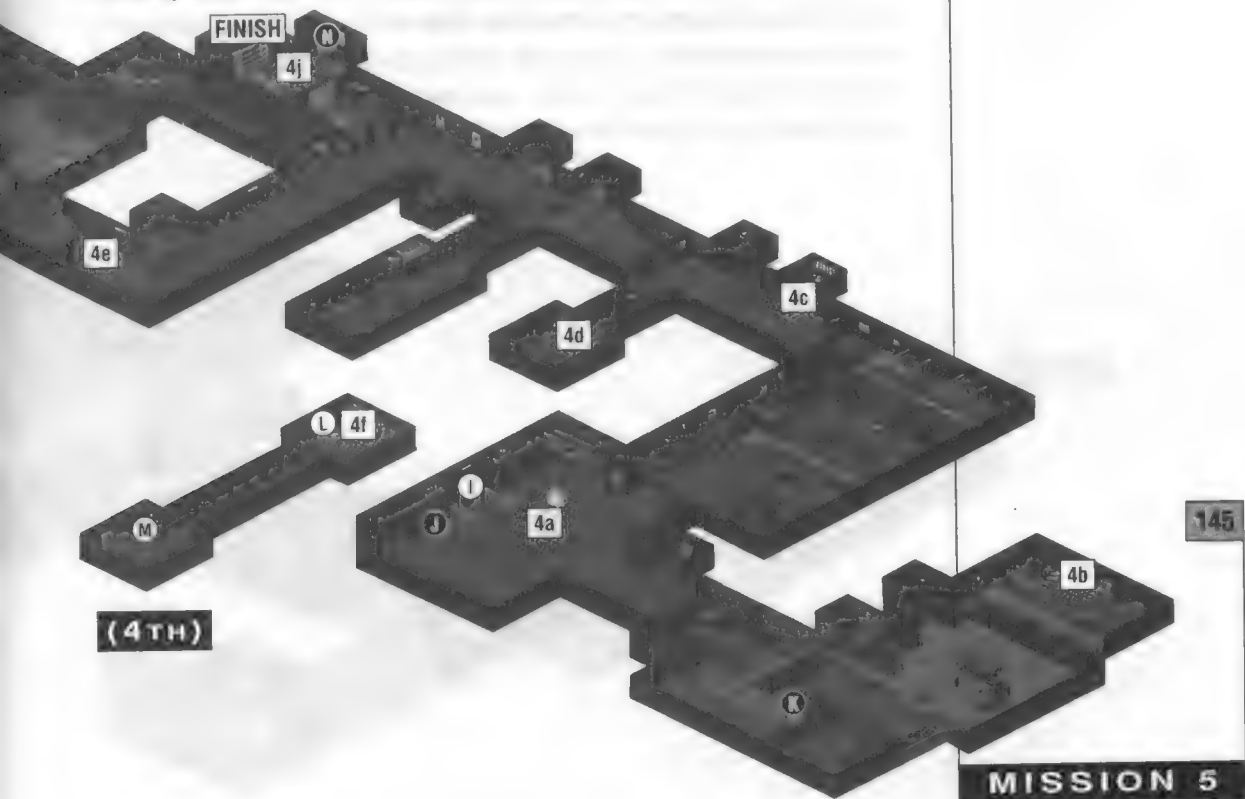
Go to the teleporter at (4i) and take it to (4j). Use the lever to open the door to the tram and get out. This is a good place to put your VIR chip to use ...

Red Card and Telepad

Objective Cell

Freeing the Prisoners

Teleporting Out



MISSION 6 – SABOTAGE

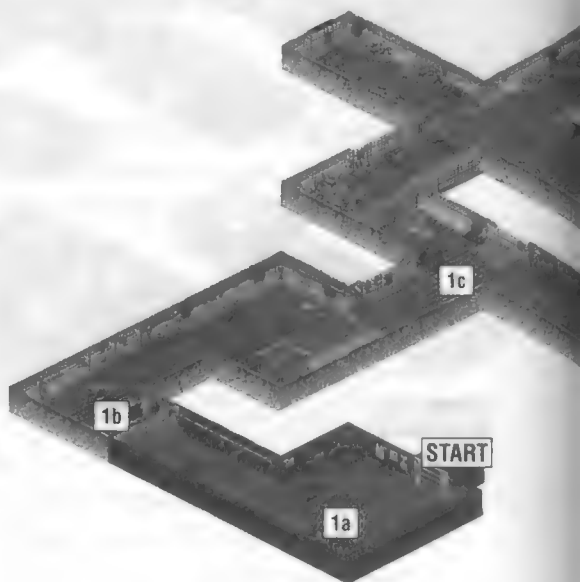
Designed by Eric Wilmar

Story. Thanks to their new ally, Dr. Sekada, Shepherd and Ely see an opportunity to seriously cripple the Di-Cor mining operation and send you to seize that opportunity. This mission is a simple sabotage assignment, where your orders are to get in and destroy the main ore processor as quickly and thoroughly as possible.

Design. This is probably the smallest mission in the game in terms of ground covered, and it's also pretty straightforward (in contrast to Wilmar's other contribution to the game, the large, climactic 10th level).

As he did in the original Crusader, Wilmar has included an "Easter Egg" room shaped like his initial, the letter "E." This profitable (if a bit less-than-serious) side trip is a memorable experience, since it brings you face-to-face with two of the most terrifying entities ever produced by ORIGIN.

Other than this one room, however, many of the goodies in this mission are simply scattered around in plain sight, where you can grab them if you spot them. Just keep your eyes open. Most of the action is pretty straightforward as well. You won't find many shielded guns or shielded cameras on this mission.



At (1a), you'll find a soda machine. Don't be in too much of a hurry to quench your thirst, though – the machine is actually a cleverly disguised Cametron. There's a fusion battery sitting near it, and a plasma rifle under a bench. Near the door, a laser beam launches spider mines, and if the camera by this door sees you, it awakens the mech in the booth.

Use the door panel opposite the green tank to get through the door at (1b), but watch out for the guy waiting to ambush you with a rocket as you open it. This is a tough area to cross, especially with an energy bolt bouncing around between three reflectors. (The exact type of bolt depends on what skill level you've chosen.) The pattern of the bolt changes as you cross the room. Your best shot at avoiding it is to stay out of the middle of the room. Around this same time, you'll get a video warning you of the Di-Cor up ahead.

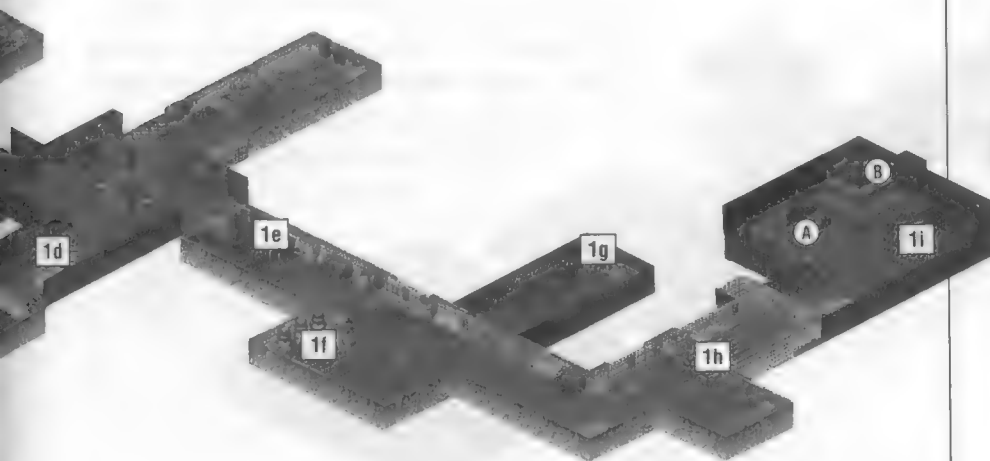
As you approach (1c), take out the laser at the end of the hall. It isn't much of a threat as you approach, but once you pass, it become smarter and more dangerous. As the message warned you, there's nothing to your left except lots of lethal Di-Cor and a med-station. If you're low on Health (but not so low that you can't take a few seconds Di-Cor exposure), a quick trip to the health station will probably do more good than harm – as long as you get in and out promptly.

FIRST MAP

*Fusion Battery
and Plasma Rifle*

Bouncing Energy Bolt

Health Station



1ST

147

MISSION 6

**Yellow Lines
and XP-5**

Stairs and Keycard

**Laser Bars
and AR-7**

When you take the lift up to **(1d)**, the cameras awaken the mech. Avoid stepping on the yellow warning lines. If you step on them, they'll produce laser bars to trap you, and you'll have to use the shootable switch to get out. The dead-end to the north has nothing of interest. The monitor near the mech station, however, gives you the passcode you need to open the upcoming door. In this same area, there's an XP-5 sitting on a bookshelf.

Go down the stairs at **(1e)**. A laser turret will rise up on a lift and attack you as you descend. Once you make it safely down the staircase, pick up the keycard on the table.

Destroy the three orange generators at **(1f)** to de-energize the laser bars blocking your way. You can enter the room at **(1g)** with the passcode you got upstairs. Get the AR-7 resting on the table, but ignore the two monitors in the corner. One turns into a mech when you try to use it, the other one activates the servomechs in the cage. Or, if you really want to have some fun, activate the mechs and run out of the room — the servomechs explode if they follow you out.

At **(1h)**, use your yellow keycard. A laser eye by the door will open an alcove, and three guards will teleport in.

At **(1i)**, the generator by the elevator controls the shield around the cannon. Use the elevator. Do *not*, however, use the wall pad by the lift at this time. You can only use it once, and that one time is not now.

The elevator takes you to **(2a)**. None of the following steps are essential to beating the mission, but they can be entertaining. First, shoot the barrel on its side on the upper platform so that it rolls into the other barrels, causing an explosion. Now, take the elevator back to **(1i)**. The wall switch only works *once*, to bring the lift down. But if you drop a detpac or similar object in your inventory under the lift, then use the switch, the lift will be unable to descend all the way down and will automatically return to its upper position. You can then jump on and ride up. (Save before you try this — you'll only get one shot.)

As you ride up, an alcove with a wall gun opens. This is a good time to blow the barrels on the platform and reveal the telepad underneath. Do not step on the grating around the platform — it won't hold your weight. If you hug the wall, however, you can get over the grating. Step on the telepad and teleport to **(2a)**. (If you didn't blow the barrels earlier, you now find yourself completely and fatally surrounded by explosive barrels, with no way out except to blow them — and yourself — up). Gather the good stuff on this platform, then run across the pipe to the other platform. The conveyor is a shortcut — jump up on it to ride directly to the next level.

If you don't opt for the shortcut, grab the keycard between the elevator door and the servomech booth. Use the post panel to take down the laser bars, and then use the keycard on the card reader. Go to the monitor and get the code for the door.

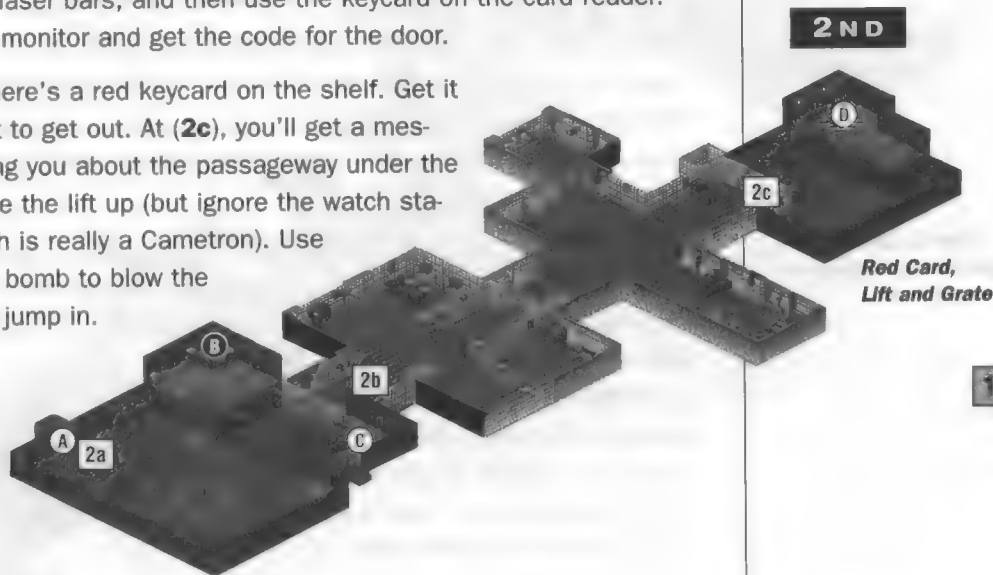
At **(2b)**, there's a red keycard on the shelf. Get it and use it to get out. At **(2c)**, you'll get a message telling you about the passageway under the grate. Take the lift up (but ignore the watch station, which is really a Cametron). Use a mine or bomb to blow the grate and jump in.

Elevator

SECOND MAP

*Back and Forth
for Goodies
and Shortcut*

The Normal Route



THIRD MAP

**Secret Door
and Power Station**

Laser Bars

Eric's Easter Egg

**Lift, Force Bridge
and Objective**

**Cannon, Generators
Laser Bars and Keycard**

150

MISSION 6

Vault up onto the pipes at **(3a)** and then use the concealed switch to open a secret door. The watch station at **(3b)** leads to the recharge station at **(3c)**. Make sure that you take care of the cannon before you enter the booth, or it will take care of both you and the booth.

Destroy all the generators at **(3d)**, but watch out — one of them's a servomech. This will drop the laser bars in front of you. The ones behind you prevent you from backtracking and cannot be dropped.

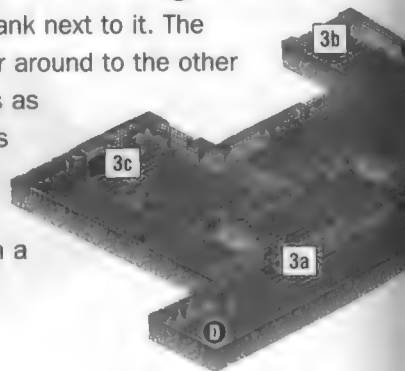
A yellow keycard on the shelf at **(3e)** drops the laser bars that block your way, or you can blow the four generators to accomplish the same thing.

If you took the shortcut, you'll come out near **(3f)**. If you didn't, you can get to this area from the next room (make sure you visit this area *before* completing your mission). The first time you use the switch in this area, it opens the door to the soda machine. Using the switch also opens the door to the remarkable easter egg at **(3g)**.

Teleport in and go down the first arm of the "E", past the five toilets (all of which work). The middle arm contains a treasure trove that you can use to stock up fully on arms and equipment. The third arm leads you to a most unexpected encounter. The encounter is harmless, and we won't spoil the surprise (other than to note that your savior is *Crusader* producer Tony Zurovec, who provides both voice and image).

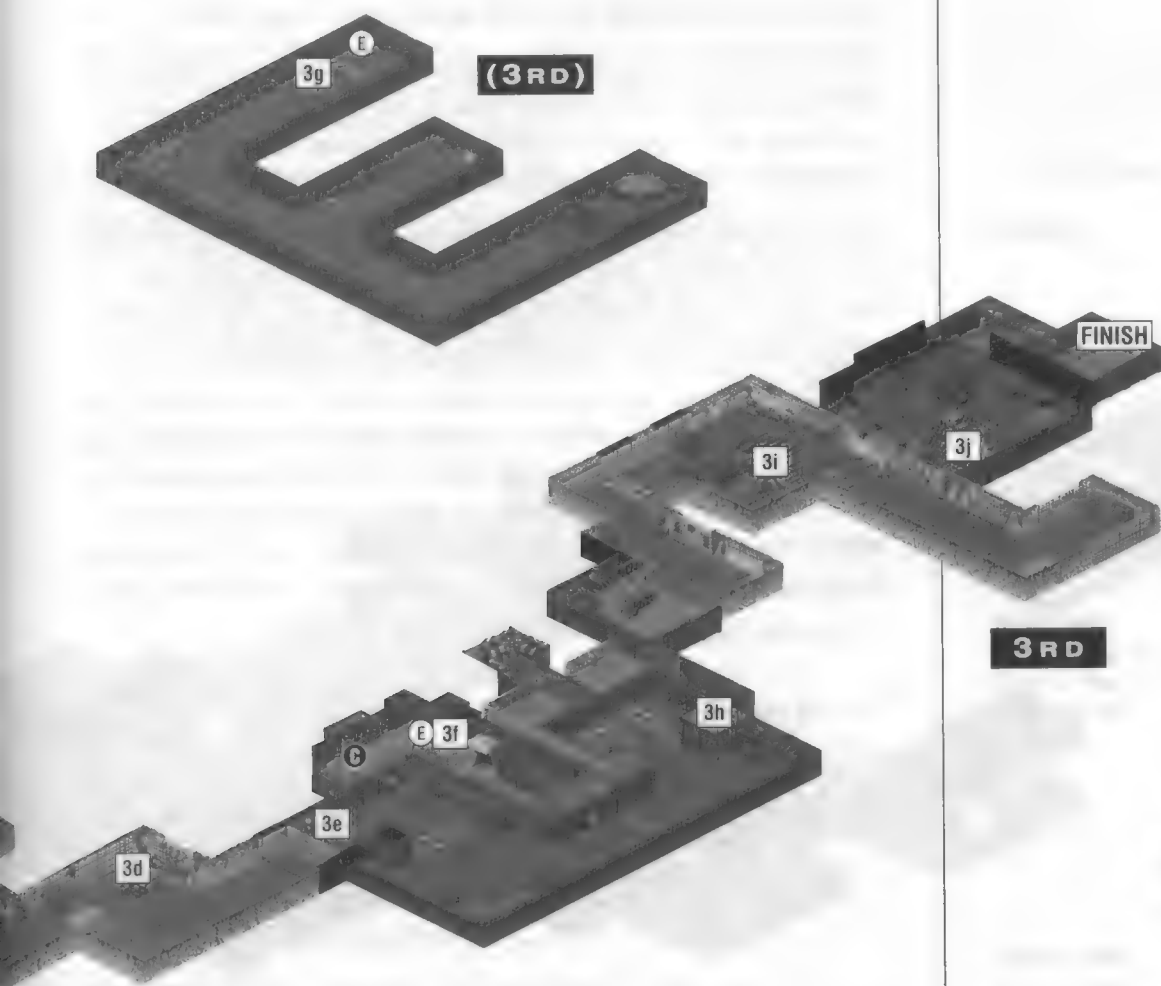
Use the lift at **(3h)**. The lever at the top activates the force bridge. Now, drop a bomb in the hamper. You now have two minutes to get out before it detonates, so don't waste any time. (You might want to save your game here, just in case.) Use the post panel next to the conveyor to open the door.

To get past the cannon at **(3i)**, you need to blow the two generators. You can get rid of one by blowing up the tank next to it. The other is trickier — you'll have to maneuver around to the other side of the room. Use the stacks of boxes as temporary cover and time your movements carefully. The switch opens a concealed area with a second switch that deactivates the laser bars. There's a keycard on a shelf; use it to open the door.



Use the lift to reach the upper level at **(3j)**. There's a lever between the two tanks. Flip it while stepping on the pressure plate directly beneath it. The pressure plate opens the door, and the lever deactivates the laser bars. Jump onto the lift to get to the exit (this jump was deliberately made a bit tricky, just in case the time pressure wasn't already getting to you).

Lift to the Exit



MISSION 7 - DISASTER

Designed by Mark Vittek

STORY

In the wake of their recent successes, the Resistance members begin to believe they have the WEC on the run. They believe their suspicions are confirmed when they intercept a transmission from Director Leach, ordering nerve toxins to be injected into the atmosphere of the mines. In this desperate gamble to flush out the Resistance cell, thousands of prisoners will be killed. The Resistance mobilizes all its forces to prevent this slaughter.

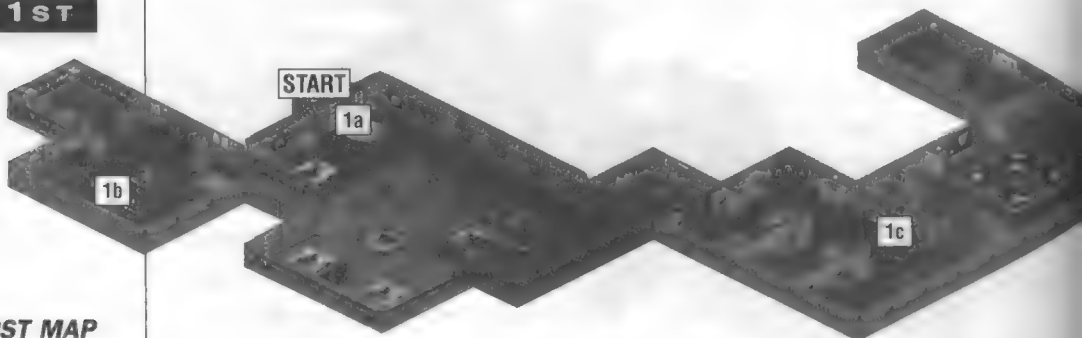
Upon arrival at their objectives, however, it is discovered that the whole affair was an LMC ruse designed to bring the Resistance — or, more specifically, you — out into the open where you can be isolated and eliminated. Denning is lost, and you face a desperate fight for survival.

DESIGN

This is the only no-win mission in the game. There's nothing you can do to save Denning. As for your "objective," there was never any real nerve toxin, so there's no point in trying to stop the LMC from using it. Once you're in this mission, your only real objective is to survive.

This is Vittek's second mission, and once again there are many bathrooms scattered about, many with useful items stashed in the stalls. As in Mission 4, it pays to pay attention to warning signs. Before, it was a skull and crossbones that tipped you off to a fatally damaging piece of machinery; this time, it's an "Out of Order" sign.

1ST



152

FIRST MAP

*Lift and
First Two Doors*

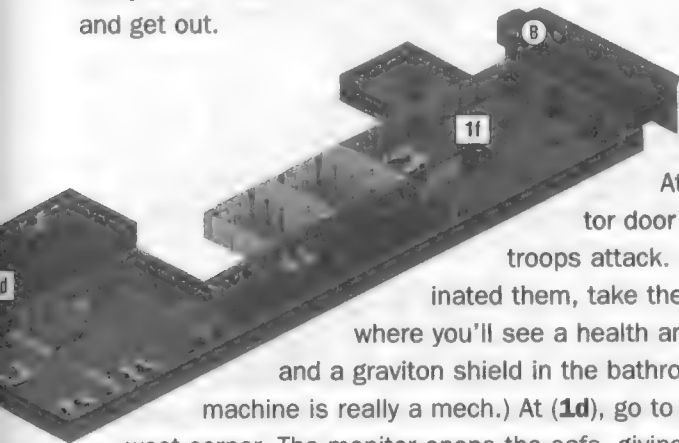
MISSION 7

Exit the tram at **(1a)**. Use the post pad to take the lift down. If the camera sees you, a door (lower level) opens and you're attacked. (It also opens from the desk if you destroy the camera first.) This door leads to a room **(1b)** with a recharge booth and a keycard.

Back at **(1a)**, you can use the watch station to open the door out, but you're better off using the keycard — there'll be less resistance that way.

Shooting through the glass walls is the best way to advance to **(1c)** — the open path is well-defended and much more dangerous. Shoot all the generators to unshield the cameras and wall gun. Grab the keycards on the table in the northeast corner and on the conference table. With the red keycard, you can open the door to the little room in the southwest corner. From there, you can open the door in the north corner. The passcode to the adjacent secret room is hinted at on the monitor on the conference table, in the form of a literary/chemical riddle. (The code is "451" — this is a fairly subtle reference to Ray Bradbury's *Fahrenheit 451*.) From the final secret room, you can take control of a Cryotron.

The door out of **(1c)** is booby-trapped. The first time you approach it, laser bars seal you in, and the floor will pull back to drop you in a bottomless pit. But never fear ... there are several ways to avoid the trap. With perfect timing, you can get through the door despite the pit, or you can sacrifice the cryoton (though that seems a shame), or you can shoot the shootable switch on the wall to open the laser bars. After the trap's been triggered, the security panel will open, and you can use it to reset the floor and get out.

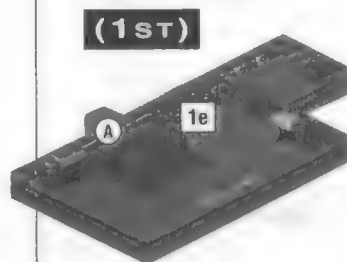


At **(1d)**, the elevator door opens and troops attack. Once you've eliminated them, take the elevator to **(1e)**, where you'll see a health and energy station, and a graviton shield in the bathroom. (The soda machine is really a mech.) At **(1d)**, go to the desk in the west corner. The monitor opens the safe, giving you a blue keycard that lets you leave the area.

The room at **(1f)** is guarded by a tracked turret. To take down its shield, destroy the generators on the northeast wall. The room on the left wall has a safe protected by freeze gas. Move directly toward the back of the room (the gas misses you). A valve near the safe turns the gas off. Take the lift up to the elevator to get to the next level.

**Glass Walls,
Shield Generators
Keycards and Cryoton**

Laser and Pit Trap

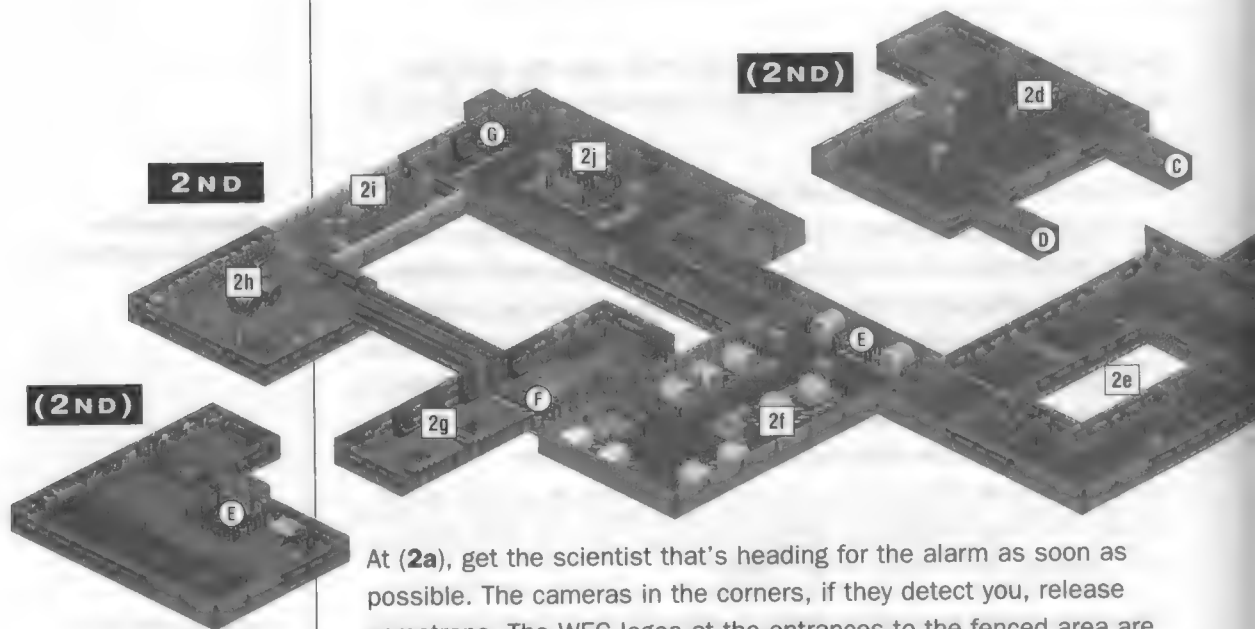


**Health/Power Stations,
Graviton Shield
and Blue Card**

153

**Tracked Turret
and Freeze Gas**

MISSION 7



SECOND MAP

Scientist, Couriers

Hallway Wall Guns

*High Road
Turrets*

*Low Road
Electric Floor*

Storeroom

154

MISSION 7

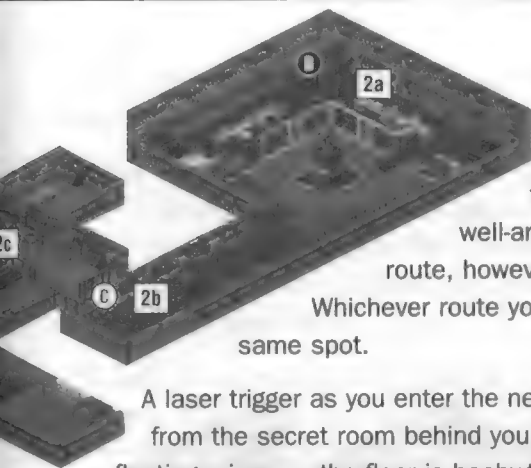
At (2a), get the scientist that's heading for the alarm as soon as possible. The cameras in the corners, if they detect you, release cametrans. The WEC logos at the entrances to the fenced area are actually pressure plates that release armed couriers and activate blue laser barriers. In the lab, there's a keycard on one of the tables. The monitor by the exit takes down the forcefield.

If the cameras see you in the hallway at (2b), the wall guns will start blasting all over the room, with the help of the reflector posts. Take out all four generators to stop the guns. At the end of the hall, if you have the keycard from the lab table, you have a choice between taking the high road to (2c) or the low road to (2d).

If you go up to (2c) you'll have to deal with another tracked turret. You can blow all the generators to take down the shields, or you can make your way to the northwest wall. On this wall, a switch activates floor lasers along the track to stop the gun's progress. Another switch nearby allows you to get into the secret room to the northwest.

Downstairs at (2d), you'll generally have an easier time of it. There's an electric floor, which you can take down with a shootable switch near the entrance. The post pad opens the security panel, which then opens the door to the northern storeroom. There's a force field across the door to the storeroom, and to take it down you'll have to blow all the generators in the room.

Once you enter the storeroom, you'll immediately notice a grenadier. To take him out in a convenient and entertaining fashion, open the door and drop a spider mine at the entrance, then blow the generators. When the forcefield goes down, Citizen Spidey will walk in and introduce himself.



At **(2e)**, you can go north or south. If you take the southern route, you'll have to fight your way through several well-armed guards. The northern route, however, is protected by traps.

Whichever route you choose, you'll end up in the same spot.

A laser trigger as you enter the next area releases a cryoton from the secret room behind you. Don't try to roll under the floating mines — the floor is booby-trapped with mines as well. At the northeast corner, there's a pressure plate that will attempt to seal you in with freeze gas. If the gas doesn't catch you (there's a valve to turn it off), the next camera will pop off a series of floor lasers to impale you. If you happen to get caught between the lasers, run to the center stripe and wait there until they reset. The cameras in this area also send spider mines and a cryoton after you.

At **(2f)**, the watch station allows you to take control of the railgun in **(2i)**. The telepad at **(2f)** will take you back to **(2c)** if you step on it. However, if you use the post pad *first*, the telepad takes you to a secret room with treasure instead. (The picture in the secret room, by the way, is of Loose Cannon programmer Jason Ely.) Watch out for the telepad once you get off it — the wall behind the telepad opens to reveal an active turret gun.

The upper area at **(2g)** acts as a sort of crossroads for shortcuts. If you blow the floor grate and jump down into it, it will take you directly to the next level. Or, if you use the wall switch to reverse the conveyor, you can jump on it and ride to **(2h)**.

The treasure at **(2h)** includes an LNR-81. To leave the room, blow away the boxes in the north corner and shoot out the grate, then repeat the process at the other end of the room.

If you're approaching **(2j)** from the hallway by **(2f)**, a scientist tries to activate the electric floor. If he succeeds, turn it off with a shootable switch. At **(2j)** proper, the camera in the north corner releases a cryoton if it sees you. To take the shield off the camera, take out the generators in the west corner. The generator in the middle of the room drains your energy, and the large generator nearby powers its shield. Get in the elevator and go to the next level.

North or South?

Cryotons, Mines, Freeze Gas and Lasers

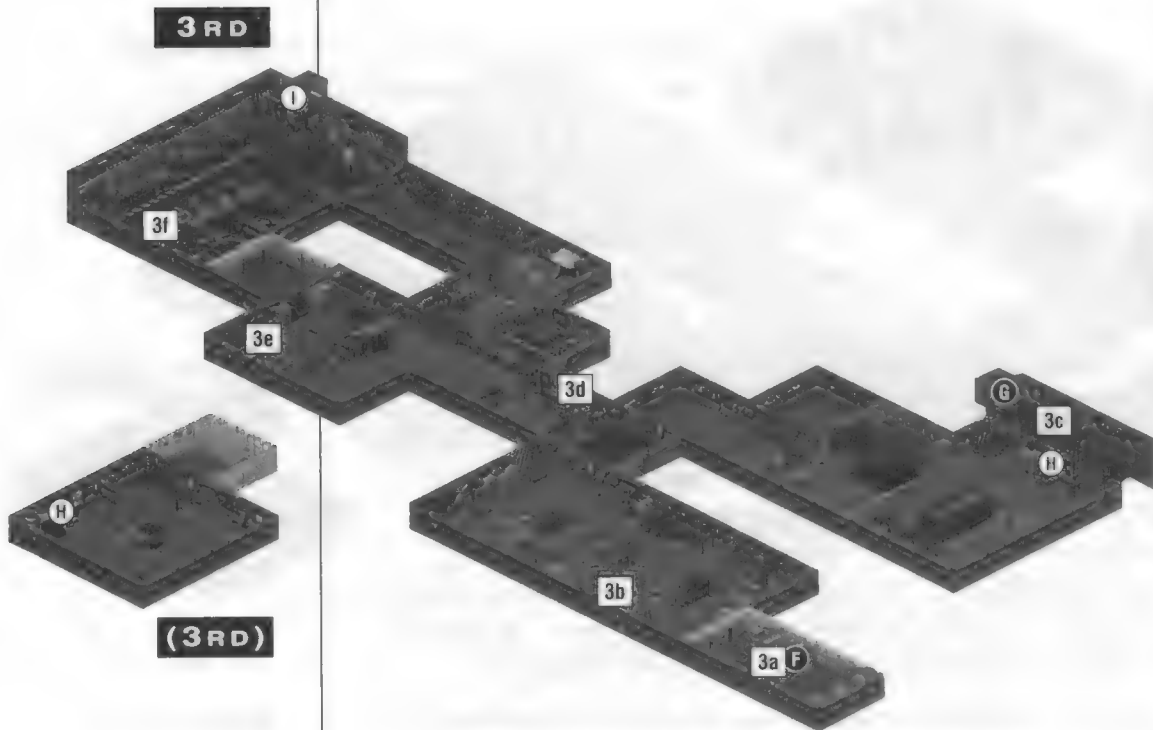
Telepad

Shortcut to Third Map

LNR-81

Reaching the Elevator

155



THIRD MAP

*Courier
and Scientist*

Three Crates

Elevator and Lift

Radiation and Telepad

156

MISSION 7

If you took the shortcut in from (2g), you'll emerge in (3a), where the grate is guarded by an armed courier. If you shoot the courier, a scientist outside hears the shot and turns on an alarm. (The scientist won't hear you step on the courier, however.) If you're really careful with your spider bomb, it's possible to take the courier, grate and scientist out all at once.

Don't use the juicer in (3b) — it will blow up in your face (the "out of order" sign is a dead giveaway). The switch to open the exit from this room is behind three crates near the mech station, where you can see a tech trying to hide.

If you come down the elevator to (3c), there's a laser trigger by the lift that activates a wall gun. If you time it just right, you can trigger the wall gun so that it takes out the guy riding up the lift. Additionally, you can use a detpac to take out the camera watching the lower level while you're still on the upper level.

To destroy the radiation generator on the lower level, you first have to destroy every other generator in the room, moving from group to group as the shields go down. There's a keycard on the table. The reader is behind some boxes near the telepad. Use the keycard to activate the telepad, then teleport to (3d). Once you arrive, take out the camera

and use the two watch stations. One lets you control the mech at (3c), if it's still in one piece. The other opens the door at (3c).

In the hallway, there's a laser trigger that activates wall guns. The post pad opens the door, but it closes immediately. The reason behind this is that a tech in the side room is closing it every time you open it. Before it will stay open, you have to go to the side room and kill the tech and the guards.

At (3d), there are pressure plates at either end of the area, and the camera activates a bouncing betty. Take out the camera and jump over the pressure plates. If you get caught, a shootable switch lets you out.

Go to (3e) and use the watch station. When the camera sees you, it will release two cryotons near the recharge station. You'll be prepared, however, since the watch station activates a pop-up turret you can use against the cryotons. Get the keycard. This area also contains a back door to the end of the level. It's just a matter of destroying the boxes, blowing the grate and crawling through to the final room. Except for avoiding the cryotons, this route isn't really preferable to the obvious one.

At (3f), a scientist is making a run for the security panel when you enter. Peg him, or you'll have to go to the other end of the room to open it with the monitor, losing energy all the way. If you must destroy the radiation generators, you'll have to take down their shields by destroying the generators in the middle first. The security panel opens the elevator. If the elevator doors are not open when you go up the lift, laser bars will trap you, and you'll have to jump off the platform to get out. When you enter the elevator, the video of Denning's death plays.

***Keeping the
Door Open***

***Pressure Plates
and Bouncing Betty***

***Cryotons, Keycard
and Shortcut***

***Scientists and
Radiation***

Lift and Elevator

FOURTH MAP

Force Bridge,
Juicer and Lift

Keycards and
Another Force Bridge

Railgun

4TH

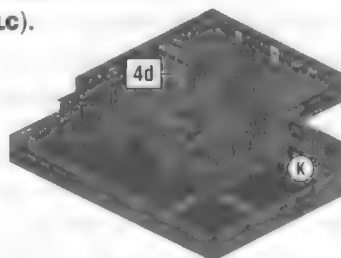
Telepads and Exit

As you get off the elevator at (4a), there's a laser trigger right in front of you. Blast it to avoid an alarm and even more guards. Get up to the island as soon as possible. Use both post pads to raise the force bridge and the opposite lift. The force bridge is on a timer, but you can use the juicer (hidden under the stack of barrels) to make it activate permanently.

The monitor here has no useful information. Cross over to the next area and grab the keycard. Use the post pad to raise the force bridge. Watch out for the laser trigger at the rail — it will make the bridge de-energize as you cross it.

At (4b), your big problem is the railgun. There's a postpad near the door that brings up floor lasers, which stop the gun. The secret here is to stop the gun while it's on its northwest leg, because the electric floor turns off under the area where the gun is. The two big generators to the northeast take down the gun's shields, and the room to the northeast has the controls to open the door that leads out.

At (4c), if you're playing above *Mama's Boy* level, there'll be a disrupter on the telepad when you enter. You must remove it. Climb the stairs and use the post pad to activate the telepad, then teleport to (4d). Watch out — this area is heavily mined. Take the lift up and get the keycard out of the safe. Be careful ... the watch station next to the safe is a morphed servomech. Teleport back and use the keycard to open the way to the tramway. Watch out, the tram entrance is guarded by a pit trap like the one you encountered at (1c).



(4TH)

MISSION 8 – PRE-EMPTIVE STRIKE

Designed by Melanie Green

*Now completely on the run, Leech has contacted the Earthside WEC for reinforcements. They respond with a transport carrying a full squadron of Enforcers. Even **you** can't hope to win out against more than 100 warriors each nearly as skilled and well-trained as yourself. In a desperate attempt to snatch victory from the jaws of defeat, you are ordered to establish control of the station's defensive armaments and shoot down the transport before it can land. Only minutes remain for you to accomplish your mission before the Enforcers deploy and overwhelm the rebel base.*

This is another monster mission and is probably, in terms of sheer area, the largest in the game. As with Mission 5, it will be necessary to leave the less unique rooms out of this discussion.

Enter at the tram. At **(1a)**, jump across the grate — it collapses and drops you into a bottomless pit. To the northeast is a lever that opens the way ahead. In the west corner of the cross-hall is a partially concealed, shootable switch that reveals the way to a watch station. You'll be able to use it to control a servomech up ahead. Flip the lever by the mech station to open the next door.

At **(1b)**, destroy the three large generators to take down the laser barriers. At this point, you have the choice of going north or south (north is easier). Both routes end up at the same point in the next level. If you go north, you can take down the first laser barrier with the correct keycard. Even if you haven't found the right card, you won't need it — though it's invisible, there's actually enough space between the fence and the south wall for you to walk through.

Don't hesitate on the stairs at **(1c)** — they electrify after a few seconds (triggered by a hard-to-avoid hidden pressure plate). There's also an ambush that comes up on the center lift. To get past the shielded gun at **(1d)**, you'll have to use good timing to sneak around the corner and into the little room. A monitor there will take down the shield.

STORY

DESIGN

FIRST MAP

Grate, Pit and Levers

Laser Barriers

Going South

**Stairs, Lift
and Gun**

159

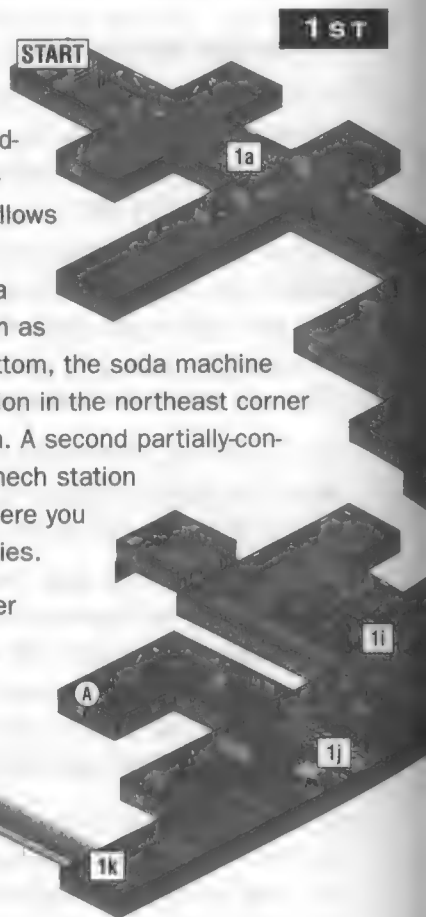
Going North

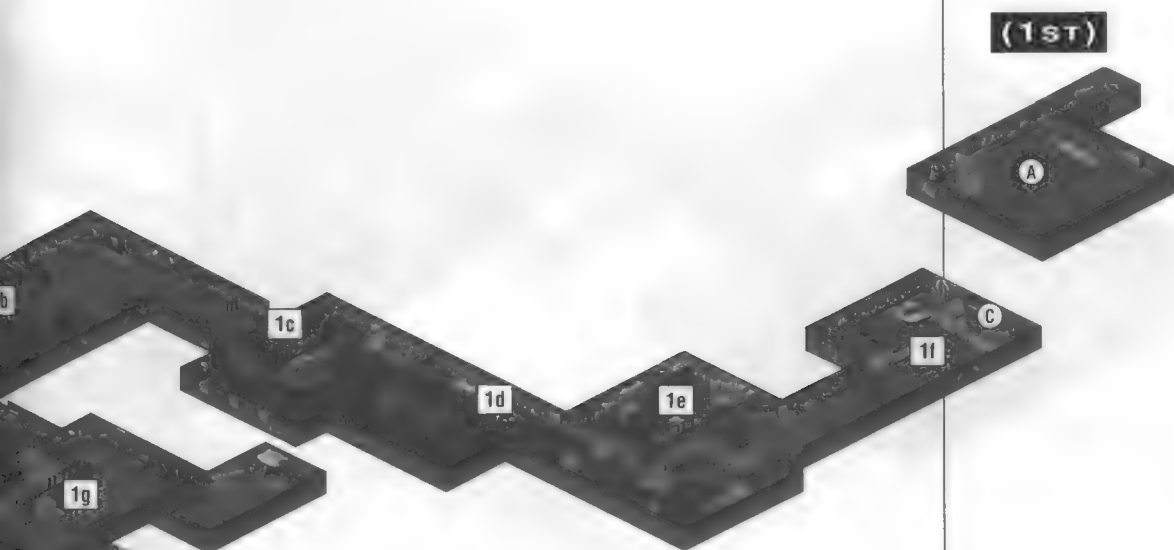
160

MISSION 8

You can open the door at **(1h)** with either the juicer or the red keycard.

At (11), the camera between the two rows of radiation generators will release indestructible spider mines when it spots you. Stay away from them. The g cannon nearby are both unshielded. The area in the north has a switch that opens a island to the south that allows you to get to the watch station in the same area will erect a force island and the next area. The generator in the ne camera. You can also open the aforementioned from the watch station in the northeast corner.





The area at **(1k)** is guarded by spider mines and a shielded railgun. The generator to the west, (or the monitor behind the recharge station) unshields the railgun. The post pad beyond the recharge station opens the hallway to the southwest. The “L” shaped room to the northwest contains a telepad that transports you to a heavily defended treasure room. When you arrive, electric walls are cycling around the teleporter — take them down with a shootable switch. Beams at foot-level activate wall guns. A pressure plate in the south corner opens a secret room with treasure. The juicer activates the teleport out.

At **(1l)**, blow the grate, go through the duct and knock out the grate at the other end. Watch out, however, for several grenadiers that are waiting for you on the other side of the far grate.

At **(1m)**, the monitor in the southeast corner gives you a passcode. Destroy all generators to deactivate the laser bars. The number pad opens the security box that opens the door. To unshield the guns, send spider-bombs into the generator area, or use the hidden switch on one side of the generator area.

At **(1n)**, the monitor takes down the force field that guards the stairs. Take the stairs, then use the juicer on the island to activate the telepad.

*Railgun and
Goodies Room*

Grates

*Laser Bars
and Guns*

Stairs and Telepad

161

SECOND MAP

*First Door,
Force Field
and Solartron*

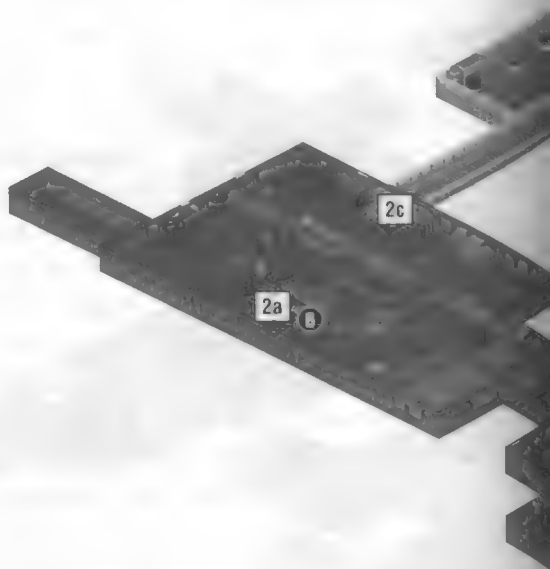
Power Station

Grate and Goodies

*Flames and
Force Bridge*

162

MISSION 8

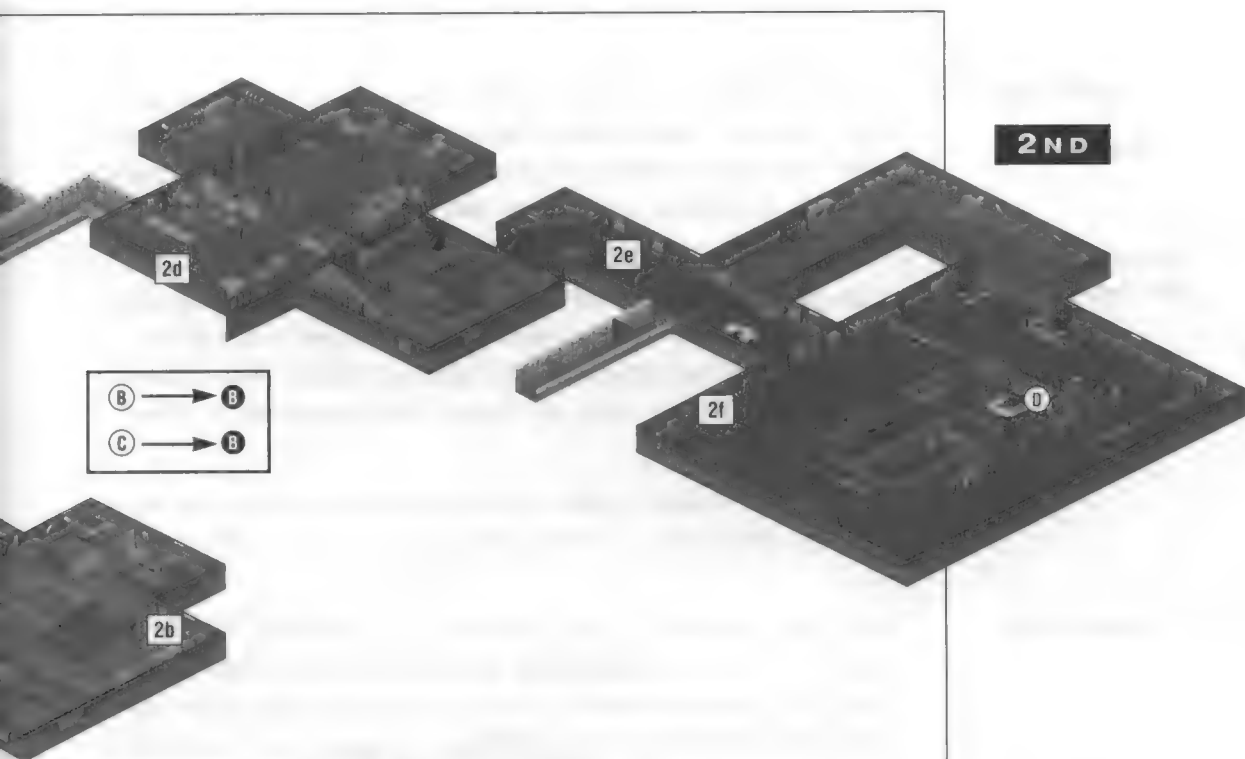


You teleport into (2a). A concealed switch in the northeast corner opens the door. Destroy the radiation generators to deactivate the force field, then enter the central room. The tracked, shielded camera activates a solartron near the mech station. The monitor opens the door out.

There's nothing of interest in the large area at (2b), except the recharge station. Be careful of the floor grate — it won't hold your weight.

Blow the grate at (2c) and go through it. Note the treasure room to your left.

At (2d), a tech makes a dash to turn on the flame jets as you approach. There's a monitor downstairs that activates the force bridge to the island, but you don't have to use it if you're willing to sacrifice an energy cube to the juicer upstairs.



There's a red keycard on one of the people at (2e) that will open the door (of course, you have to kill them all to find out which one). You also get a video at this point telling you about the secret passage to the right. You'll notice a breeze when you pass by the correct spot. Blow the hidden grate to your south to reveal the passage.

On the upper level at (2f), a shootable switch in the western corner takes down the laser barriers. The monitor in the central office has the elevator code.

**Red Card and
Secret Passage**

**Laser Barriers and
Elevator Code**

THIRD MAP

Keycard and Grate

Radiation, Goodies, Small Trapped Room and Lift

Thresher Cannon

At (3a), there's a keycard in the southeast corner. It opens a secret door in the northwest corner. There's also a grate in the northwest corner that runs parallel to the hallway and goes to the same place. The grate is invisible, but you can feel the breeze.

The radiation generators at (3b) are shielded. A concealed switch leads to the small room with the shield generators and some treasure. Watch out for the little room at (3c), however — it's a trap. The door seals behind you, and the obvious monitor pops a floor turret. The monitor that helps you escape this predicament is in the northwest corner.

Go down the lift west of the radiation generators and use the monitor to get out. Watch out for the laser trigger at the bottom of the lift.

If the alarm goes off at (3d), it will seal you in with the shielded cannon. To take down the shield, use the shootable switch or the partially concealed monitor to the north. If you trip the alarm and get trapped in the room, hit the wall switch and fire at the reflectors. The first shot will change the direction of reflection, and the second will get you out.

The telepad behind the boxes at (3e) takes you to (3f). The monitor on the desk gives you the passcode.

The code gets you into (3g). Use the switch panel on the desk to lower the lift. Keep an eye out for the laser eye at the end of the catwalk — it ups the intelligence on the gun ahead, making it much more dangerous.

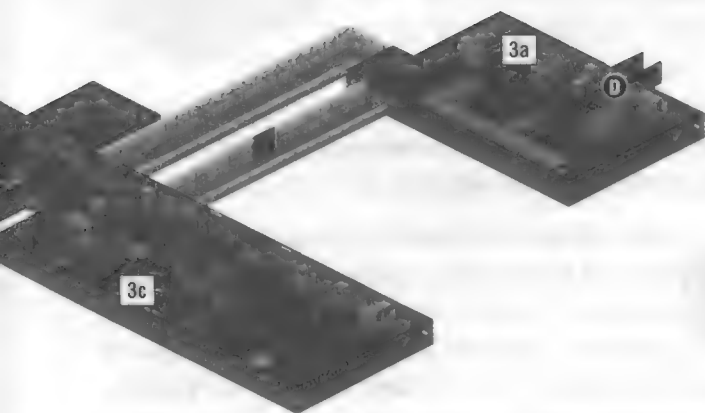
The safe at (3h) gives you a keycard, and the monitor gives you a code. The elevator is guarded by infrared mines. Before entering the elevator, do yourself a favor and **SAVE YOUR GAME**.



164

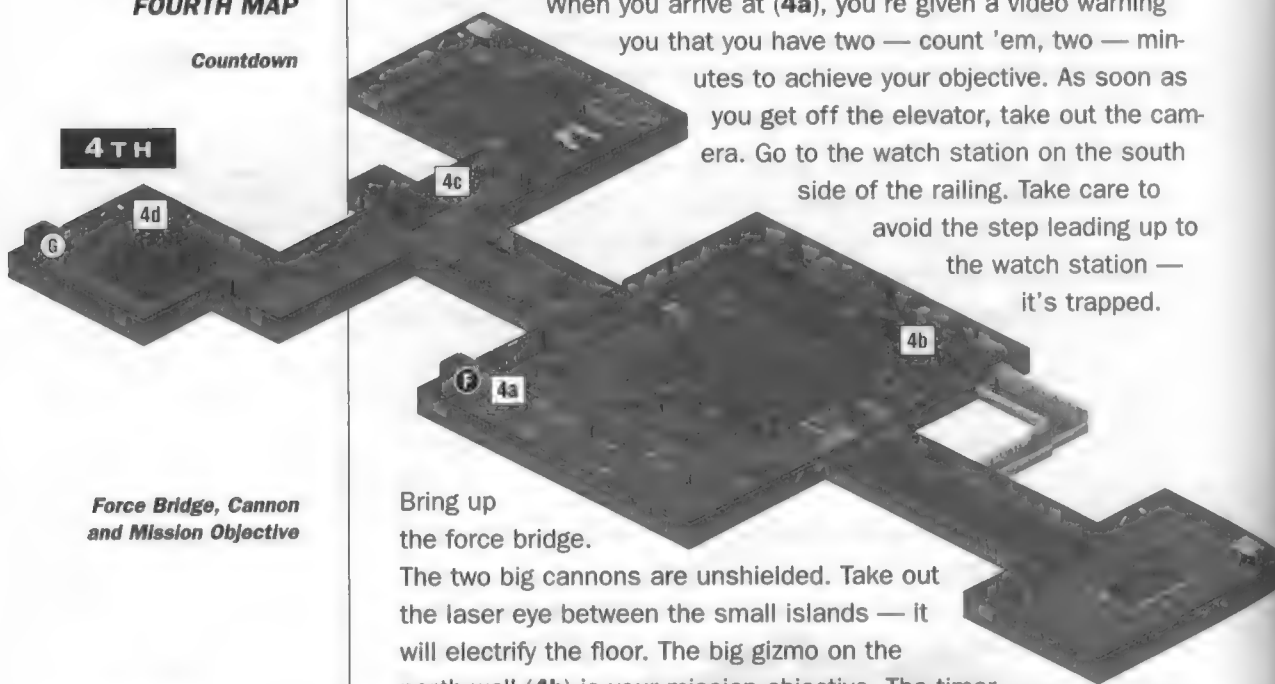
LIR

Elevator



FOURTH MAP

Countdown



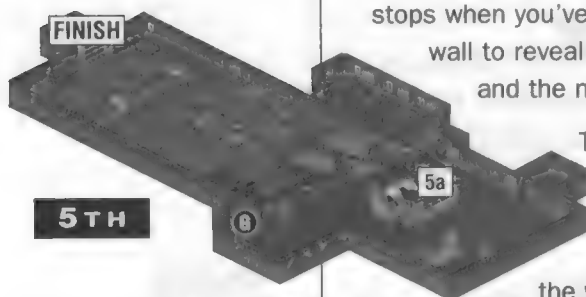
**Force Bridge, Cannon
and Mission Objective**

When you arrive at (4a), you're given a video warning you that you have two — count 'em, two — minutes to achieve your objective. As soon as you get off the elevator, take out the camera. Go to the watch station on the south side of the railing. Take care to avoid the step leading up to the watch station — it's trapped.

Bring up
the force bridge.

The two big cannons are unshielded. Take out the laser eye between the small islands — it will electrify the floor. The big gizmo on the north wall (4b) is your mission objective. The timer

stops when you've achieved it. Use the post panel in the northwest wall to reveal the door. The monitor will give you the passcode, and the number pad will open the door.



**Potted Keycard,
Trap Generators
and Power Station**

There's a keycard hidden in the potted plant at (4c). If the scientist waiting there hits the alarms, shielded wall guns go off. If you try to shoot out the wall guns and shoot the space on the wall between them instead, the floor will electrify.

A switch near the mech booth opens the way to the secret generator room that will allow you to get past the traps. The office with the recharge station is very heavily guarded, and probably not worth the effort. It does, however, have some minor treasure.

At (4d), the monitor behind the six radiation generators takes down the force field, and the door panel opens the elevator.

The big room at (5a) is your ticket out. The monitor on the desk takes down the shield on the left and right cannon. The watch station in the eastern corner allows you to take control of the cannon in the middle and blast the other two (remember to destroy the one you're using when you're done with it). The door by the watch station has a grenadier behind it. Once the area is clear, use the post panel by the exit, get on the tram and get the heck out of Dodge.

**Force Field
and Elevator**

FIFTH MAP

**Cannon, Grenadier
and Final Exit**

166

MISSION 8

MISSION 9 - ATROCITY

Designed by Bruce Adams

In Mission 7, Director Leech's plan to gas the mines was a ruse. In this mission, with Leech deposed and imprisoned, Draygan decides to destroy the entire lunar mining complex, sacrificing millions to get you and your fellow rebels.

Resistance monitors detect Draygan's action when he initiates the destruct sequence. Acting in frantic haste, you are ordered to get to the LMC's central computer core and shut down the destruct sequence. By the time you arrive at the processing center, you have 15 minutes left to accomplish your mission.

The interesting thing about the way this mission is put together, is that accomplishing your objective is effectively the first thing you do, and most of the time spent in the mission is just getting out. Methodical, cautious, by-the-numbers players will need to take some chances if they're going to beat the clock.

In this adventure Adams gives several important number-pad codes by putting the number of the wall and then showing you the wall on a watch station (or, in at least one case, when you just pass by).

With the end of the game now firmly in sight, the enemy is at their best-armed and most dangerous. You'd better be too.

STORY

DESIGN

FIRST MAP

Slidewalk

You enter at **(1a)** and have only 15 minutes to reach your objective. Use the switch down by the pipes to reverse the direction on the slidewalk, and make sure you take out the laser trigger on the slidewalk so you don't set off the booby traps. Note the number on the left wall as you pass by. Also, watch out for the nasty crossfire of grenadiers at the end of the slidewalk — you can take the one to the north out with the valve.

Telepad

At **(1b)**, blow the generators on the catwalk to take out the wall turret shields. Use the valve to turn off the flame over the telepad. Make sure the alarm is off, then use the monitor station. It will show you a wall — note the number on it. Get on the telepad and enter that number as the keycode. You will teleport to **(1c)**.

Tech and Tracked Gun

At **(1c)**, kill the tech — if you don't, he'll turn the flame back on over the lower telepad (which you'll need to use). To get past the tracked gun, destroy the five generators leading around the corner. For now, you'll probably want to keep moving toward your objective — but you can come back later and tie up several loose ends.

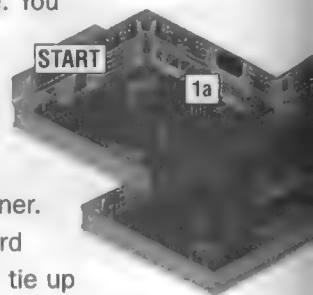
Laser Barrier

The quickest way to your objective is to ignore the office to the left and go straight toward **(1d)**. Watch out for the wall guns. Blow the two generators in the next room to the right to take down the laser barrier (you can barely see the edge of one generator, but you can still blast it).

Stairs

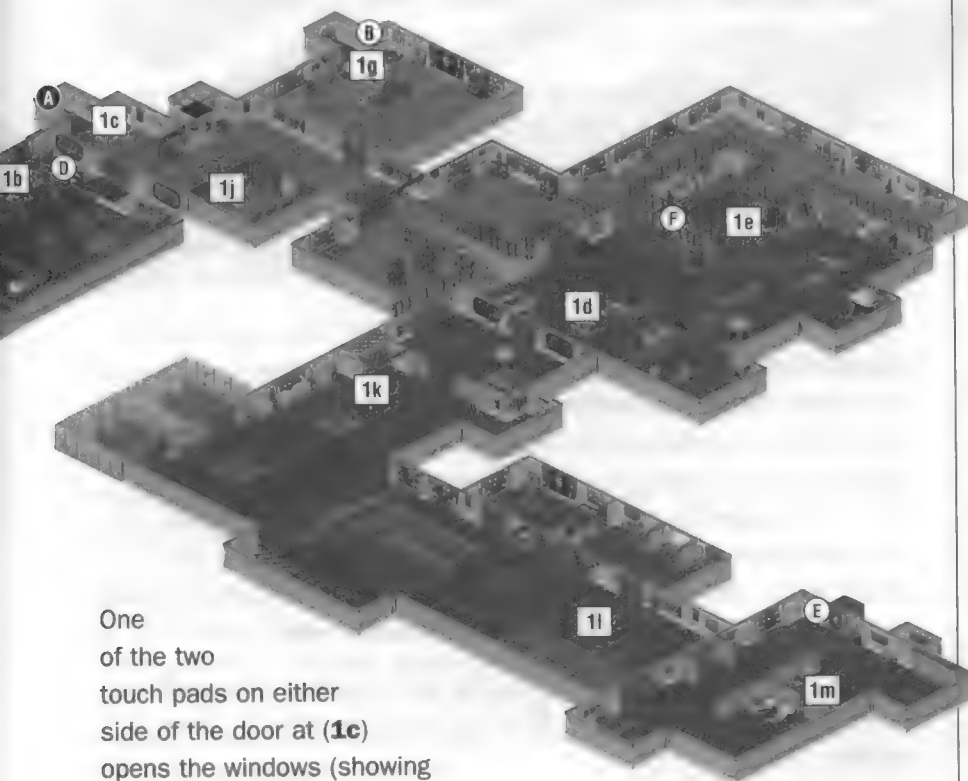
You can go straight down the stairs, *if* you shoot out the laser eye on the rail *and* jump over the stair under the hand-sign near the bottom. If you activate either trigger, a laser barrier energizes at the bottom of the stairs. To take it down, you'll have to go around on the upper level towards the northeast. Another laser barrier bars your way (activated by either a pressure plate or a laser trigger, both hard to avoid), and you'll have to go to the end of the catwalk (guarded by mines and a grenadier on a lift) to turn it off. Then, you can continue around to the monitor on the eastern wall, where you can open the path to the stairs. The barrier at the bottom of the stairs will reappear if you trip either of the triggers again.

When you get downstairs, head straight for your objective at **(1e)**. The area from the catwalk to the gizmo is heavily mined with both floating and floor mines, so use a mine-det if you have one. Once



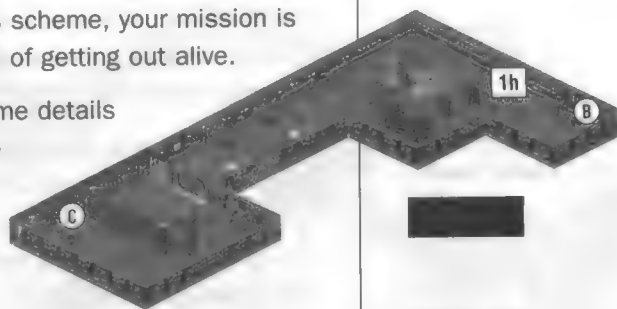
you've used the big gizmo to foil Draygan's scheme, your mission is essentially over, except for the trivial detail of getting out alive.

Now, you can go back and take care of some details you didn't have time for before. Get on the teleport at **(1c)** and enter the number from the wall at **(1a)**. You'll teleport there and be able to claim the goodies in the chest, then teleport back to **(1c)**.

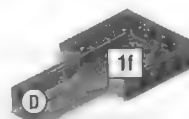


One of the two touch pads on either side of the door at **(1c)** opens the windows (showing you a keycard near the teleport), while the other raises and lowers the large lift. A panel on the north-east wall opens the door to the lift. With the lift lowered, jump out the door. Then, ride the lift up and jump across to the catwalk that has the generators. Go to the end of the catwalk and open the chest to get the keycard. Jump down and use the keycard reader under the lift to open a secret door that leads to an ammo cache at **(1f)**.

Teleport back up and enter the office at **(1g)**, but watch out for the wall rockets as you come through the door. There's a chest behind the glass wall in the west corner, and no fewer than four monitors/watch stations scattered around the room. One shows you your



(1st)



(1st)

*Lift, Catwalk,
Two Keycards
and Ammo*

169

Monitor Office

MISSION 9

**Graviton Shield,
Fission Battery
and UV-9**

**Rummaging the
Objective Room**

Leaving First Map

170

SECOND MAP

Lift (from Shortcut)

MISSION 9

objective. Another monitor on the table resets the room's defenses. The important monitor is the one that shows a wall number and a guardian solartron. Hop on the telepad and enter that number.

You'll be taken to (1h). Blast the solartron and head past the safe down the hall. Two would-be ambushers will roll out to get you, but one will conveniently shoot the other. Open the windows and shoot the shootable switches (using the reflector when necessary) to open the laser bars. The chest holds the keycard that opens the safe, which happens to contain the strongest shield, the best battery, and the strongest weapon (the UV-9) in the game.

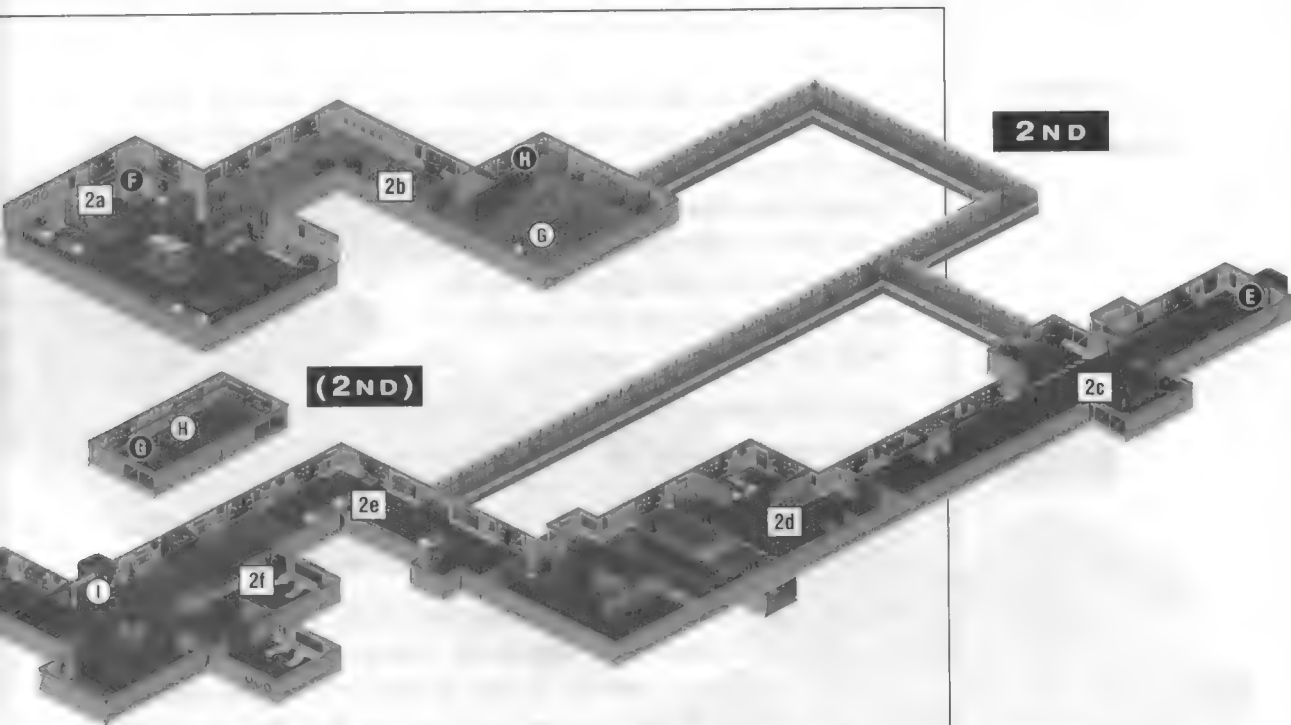
The far teleporter takes you to the tiny room at (1i), where one of the two monitors opens the door to the generator room at (1j). Destroying the generators in this room deactivates some of the defenses around (1e), where you've probably already been. Teleport back to (1g). If the force field is blocking the door, the partially concealed monitor near the glass wall on the northwest wall will take it down.

Return to (1e), where there are several interesting monitors. The one in the northern corner (near the objective) opens the way out. The one to the northeast is a disguised servomech. The one in the south corner activates the lift to the shortcut (if you didn't already activate it by getting ambushed by the grenadier on the catwalk). On the upper level of the room, you'll find a floor safe under some crates in the far east corner. If you jump down the lift-well at the end of the catwalk, you'll take a shortcut to the next map.

To enter the open area at (1k), use the door panel to take down the laser. The area is loaded with IR mines, laser switches and lots of guards.

At (1i), enter the second door to the north, shoot through the glass wall and use the monitor on the desk. This will open the security panel in the first room. Use the panel and leave the office. At (1m), the partially concealed monitor has the code that will open the way to the next level.

If you took the shortcut from the catwalk at (1e), you'll emerge at (2a). The switches that control the lift require some precise timing — play around until you get it right.



Use the juicer at **(2b)** to enter the storeroom, and clear away the boxes in the east corner so you can get to the grate. Blow the grate away and enter the ducts, but be careful, they're guarded by well-armed couriers.

Eventually, whether you took the shortcut or the long way, you'll end up near **(2c)**.

Fight your way to the large office divided by a pit at **(2d)**. You can't jump the pit. To get across with the least trouble, you have to use the monitor on the desk *twice*. The first time turns off the electric walls in the pit. The second use raises a force bridge. Ignore the monitor in the south corner of the room across the pit — it just brings in more guards.

At **(2e)**, the grate blows open as you pass by it, and the armed couriers attack. This grate leads to a previously inaccessible duct, which eventually leads back to the shortcut area.

The desk to the far east at **(2f)** has the monitor that gives you the code for the elevator. Ignore the alcove to the west — it contains some small items, but it's really a trap designed to put you in the middle of a guard ambush.

Storeroom

Normal Route Arrival

Pitted Office

Grate and Couriers

Elevator Code

171

THIRD MAP

Leaving First Room

Eliminate Two Force Fields

Solartrons and Third Force Field

Fourth Force Field

Goodies and Shortcut to Exit

Leaving Normally

The big room at **(3a)** looks complicated and important, but all you really have to do is get out. If the cameras see you, they'll block the exit with lasers and you'll have to fight your way out on the catwalk to take them down. You'll see a recharge station and a few other useful items scattered about, but the area is so heavily guarded that your best bet is to just high-tail it (unless you relish the fight for its own sake).

Enter the closet at **(3b)**. Behind some crates in the corner are three wall switches. These switches allow you to control one of the round wall turrets outside. Use the gun to blow the generator across the hall and take down the force field. To turn off the next force field, just use the lever by the telepad.

At **(3c)**, you'll get a message warning you of approaching solartrons. Note the small, concealed room to the southwest — it contains a watch station that allows you to take control of one of the approaching servomechs. To get through the final force field, fire through the window with your laser (PA-31), bouncing your shot off the transparent wall to hit the shootable switch.

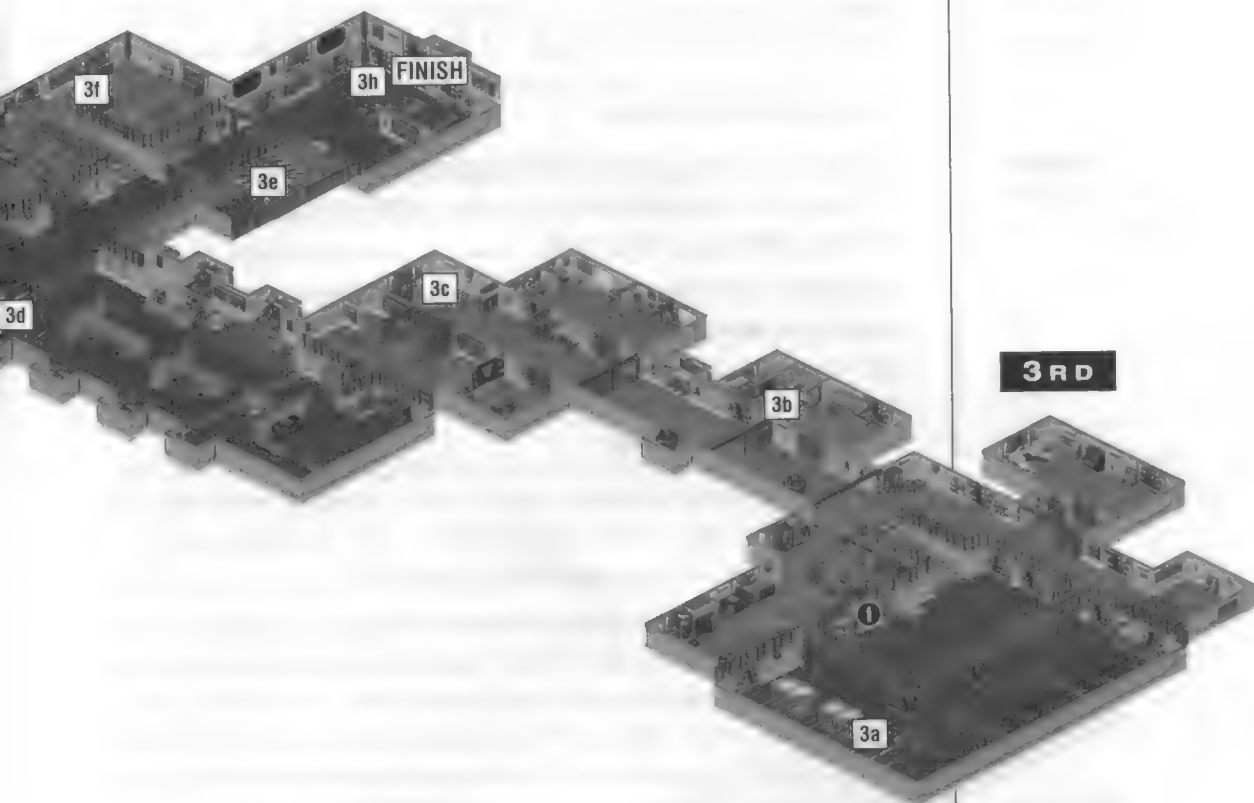
To get through the force barrier at **(3d)**, you can either hit all of the shootable switches or find the red keycard hidden on one of the desks.

Another way out of this room is to find the concealed switch behind the computer banks on the east wall. This will open a secret way up to **(3e)**, which contains a lot of treasure. Also, if you blow the floor grate, jump in the hole, take out the generators and blow the next grate, you'll be at the end of the mission.

If you decide to go the long way, go up the stairs and use the watch station on the west wall at **(3f)** to lower the force field. Then, go to the monitor at **(3g)** to lower the laser barrier at **(3e)**. Then go to the watch stations. One watch station summons guards, but the second watch station turns the area's defenses against them.

The tramway out is at **(3h)**.





MISSION 10 – RETRIBUTION

Designed by Eric Willmar

STORY

President Gauthier issues Chairman Draygan an ultimatum; either eliminate the Lunar Resistance by any means necessary, or don't bother to return to earth at all.

Meanwhile, perceiving Draygan's increasing desperation, the Resistance sends you in to finish him off once and for all. Once you're on the way, they realize that it may also be possible for you to destroy the whole LMC administrative complex, effectively ending WEC control of the moon.

DESIGN

This visually unique mission plays in a very straightforward manner. There are not a lot of tricks and subtleties, this is just the point where the game throws everything it has at you.

*All those neat inventory items you've been hoarding for the last 10 missions ... now is the time to use them. The mission is designed assuming you'll have lots of useful goodies like mine dets and plenty of energy for extras like your VIR. If you don't go into the mission fully packed, and then **use** the stuff you're carrying, you're in for a much tougher time in a mission already as tough as they can make it.*

You enter at **(1a)**. Use the post pad behind the receptionist's desk. The monitor on the desk gives you a keycode. If the camera sees you, it will release the Solartron from its booth. You *may* want to let this happen ...

At **(1b)**, use the code from the monitor at the number pad to get the blue key card. Use the card reader across from the safe. This opens the way to a security panel — use it. A pressure plate in this area will open a secret door behind the servomech booth back at **(1a)**. If the servomech has been released, you can use this to get to the recharge station and other goodies at **(1c)**.

Use the post panel at **(1d)**.

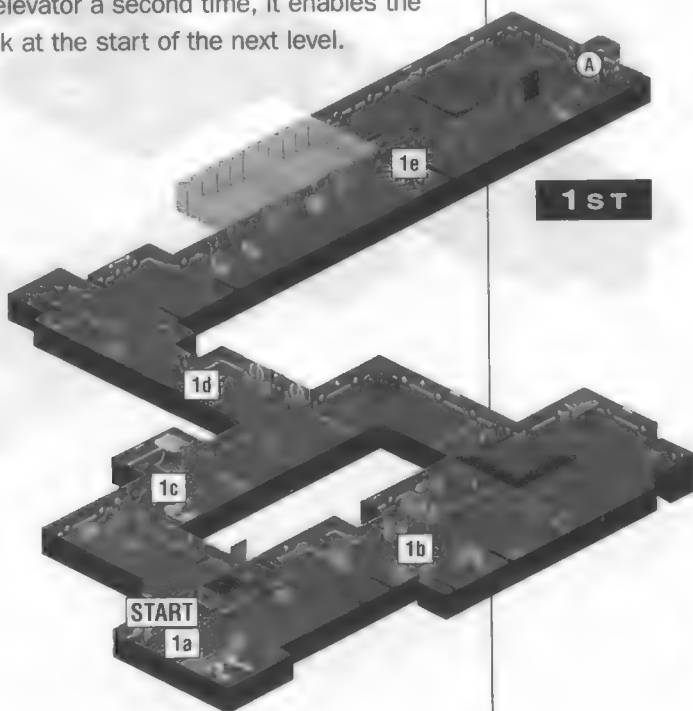
Fight your way to **(1e)**. Use the reflectors to shoot all the shootable switches. But watch out — the first time you shoot a reflector, it deflects the shot back at you. Use the monitor to open the door and the switch panel to open the elevator. If the alarm is on, turn it off. If you use the switch panel by the elevator a second time, it enables the wall monitor, which will give a look at the start of the next level.

FIRST MAP

Solartron

**Blue Card,
Health Station
and Other Goodies**

Exit to Next Map



175

SECOND MAP

Mech Monitor

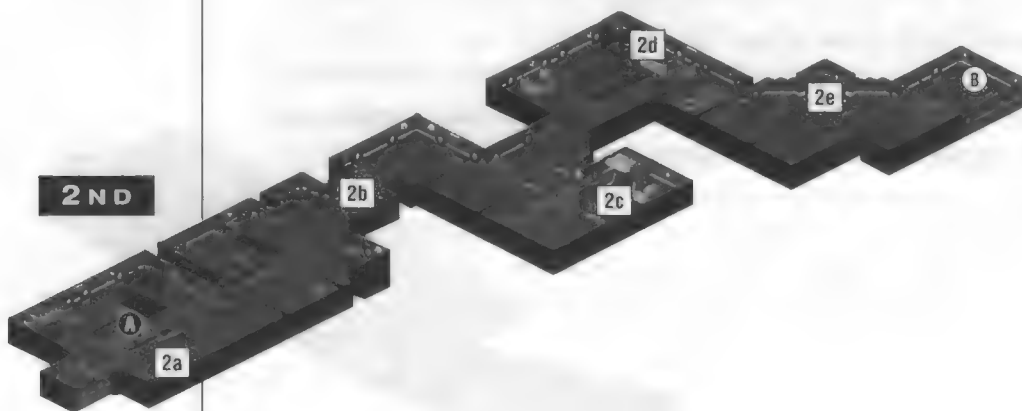
*Laser Barriers
and Health Station*

*Red Card
and Telepad*

Get off the elevator at **(2a)**. A switch near the elevator opens a secret room that allows you to control a servomech.

When you get to the blue laser bars, destroy the generators to get through. If the cameras see you, they'll activate a servomech. There's a keycard in the servomech booth. At **(2b)**, the monitor next to the telepad deactivates the laser barrier. The keycard from the servomech station allows you to get to the recharge station at **(2c)**. (Watch out for land mines — use your mine-det.)

Use the door panel at **(2d)**. Use the monitor to get the number to the telepad. Jump over the low laser bars beyond. There is a red key card in the corner at **(2e)**. Use it on the card reader. Use the number pad to activate the telepad.



At (3a), use the switch lever to deactivate the force field around the teleporter. Come off the telepad running, or else you'll be surrounded by three enemies. Then, use the shootable switch to disable the laser bars.

Destroy the generators to de-energize the laser bars at (3b). The cannon at (3c) is shielded. As usual, the generators drop the shield. However, if you shoot at the cannon and hit any of the shootable switches, or if the cameras see you, two solartrons appear. The cannon is slow and quite stupid, so you might be better off dodging it.

You have to use the monitor in the eastern corner, which gives you the code for the number pad. There are two teleporters at the end of the level (well-guarded by mines — use a mine-det). The one in the south corner takes you straight to the start of the fifth level if you use the code. (First, however, you must use the monitor in the last room to drop the laser bar.) The northern one takes you to the fourth level.

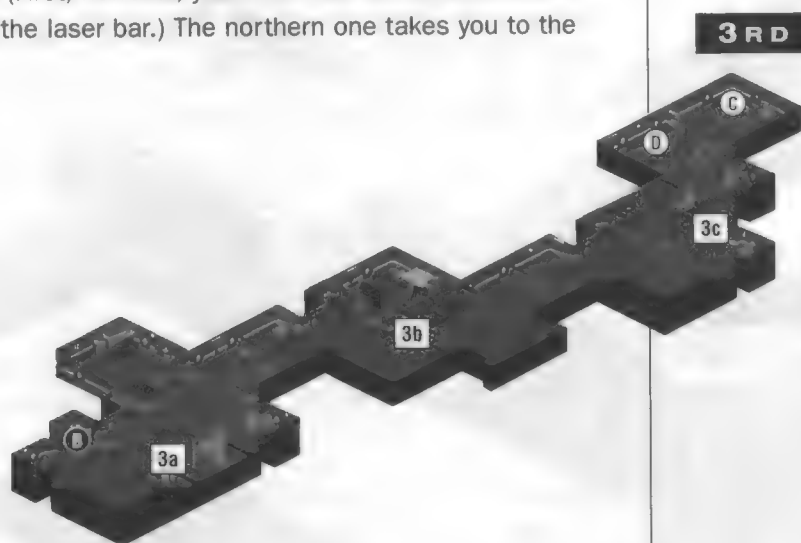
THIRD MAP

*Force Field
and Laser Bars*

*More Laser Bars
and Cannon*

Ⓒ Takes You to 4th Map

Ⓓ Takes You to 5th Map



4TH



FOURTH MAP

Distracting Fight

Teleporters

The level beginning at (4a) is really just a distraction. It's a long, extra fight to drain your energy and resources that does nothing to further your final objective.

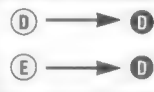
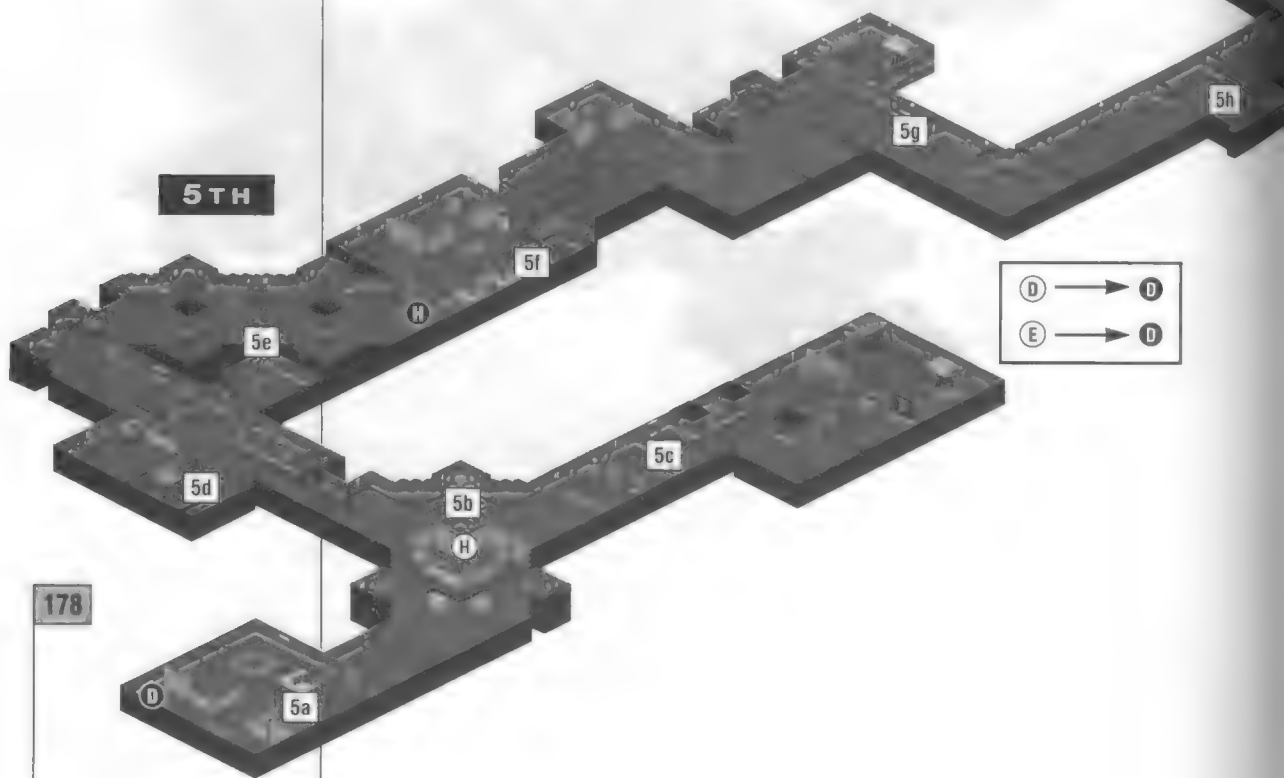
The level ends at the crossroads at (4b). The teleporter to the northwest takes you to the health station at (4c), while the one to the northeast takes you to the teleporter to the next level.

FIFTH MAP

*Red Card and
Laser Bars*

At (5a), shoot out the glass wall next to the teleporter and grab the red keycard. The monitor on the desk reveals the keycard reader, which deactivates the laser bars.

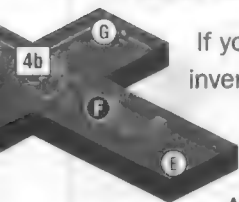
5TH



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MISSION 10

The pile of crates in the corner at (5b) hides a pressure plate. Stepping on it reveals a hidden telepad behind the glass walls, which takes you further into the level.



If you go right, wedge something expendable from your inventory in the doorway at (5c). Otherwise, you'll be trapped. You don't need to enter this area to complete the mission, but it could be rewarding.

At (5d), go to the desk and use the monitor to open the small room to the north, then use the door panel to open the door. The next stretch of hallway is dangerous, but also has lots of goodies. Take it methodically. Destroy all generators, then destroy all guns before moving on. Use the door panel when you finally reach the door.

At (5e), use the post panel to deactivate the laser bars. Use the monitor to get the code for the safe upstairs. (If you took the shortcut at (5b), you'll emerge nearby.) At (5f), use the door panel to open the security panel, and then use the security panel to open the door. Get the green keycard from the safe.

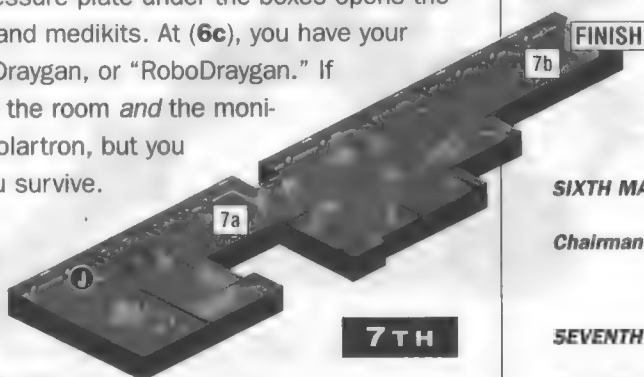


Use the cardreader at (5g) to open the door. A switch in the servomech station opens the way to the recharge stations. At (5h) you have to use both monitors to remove the laser bars.

Use the door panel to get to the fusion reactor core at (5i) and destroy it. Then, teleport out.

Teleport into (6a). At (6b), a pressure plate under the boxes opens the way to a cache of energy cells and medikits. At (6c), you have your final encounter with Chairman Draygan, or "RoboDraygan." If you can get to both switches in the room and the monitor, you can take control of a Solartron, but you may be too busy. Teleport if you survive.

To get past the lasers at (7a), shoot out the generators, use the juicer, or jump over the bars using a box as a leaping platform. The door panel at (7b) gets you out, and Luna is free once again. Congratulations!

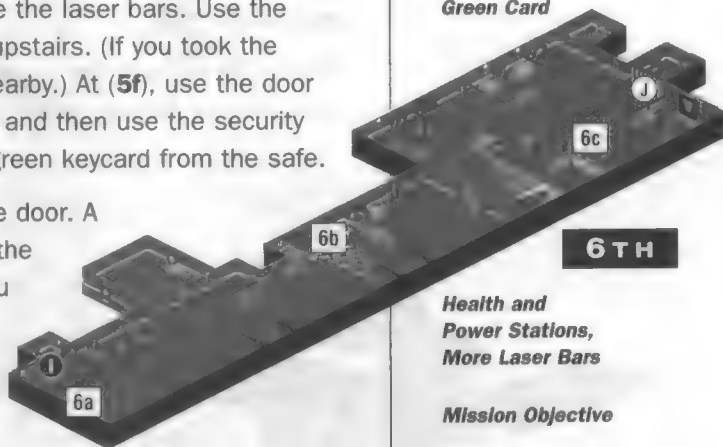


Teleport Shortcut

Normal Route: Door Trap

Clearing the Hallway

Laser Bars, Door and Green Card



6TH

Health and Power Stations, More Laser Bars

Mission Objective

SIXTH MAP

Chairman Draygan

SEVENTH MAP

Final, Final, Final Teleport

CRUSADER 2 ART PREVIEW



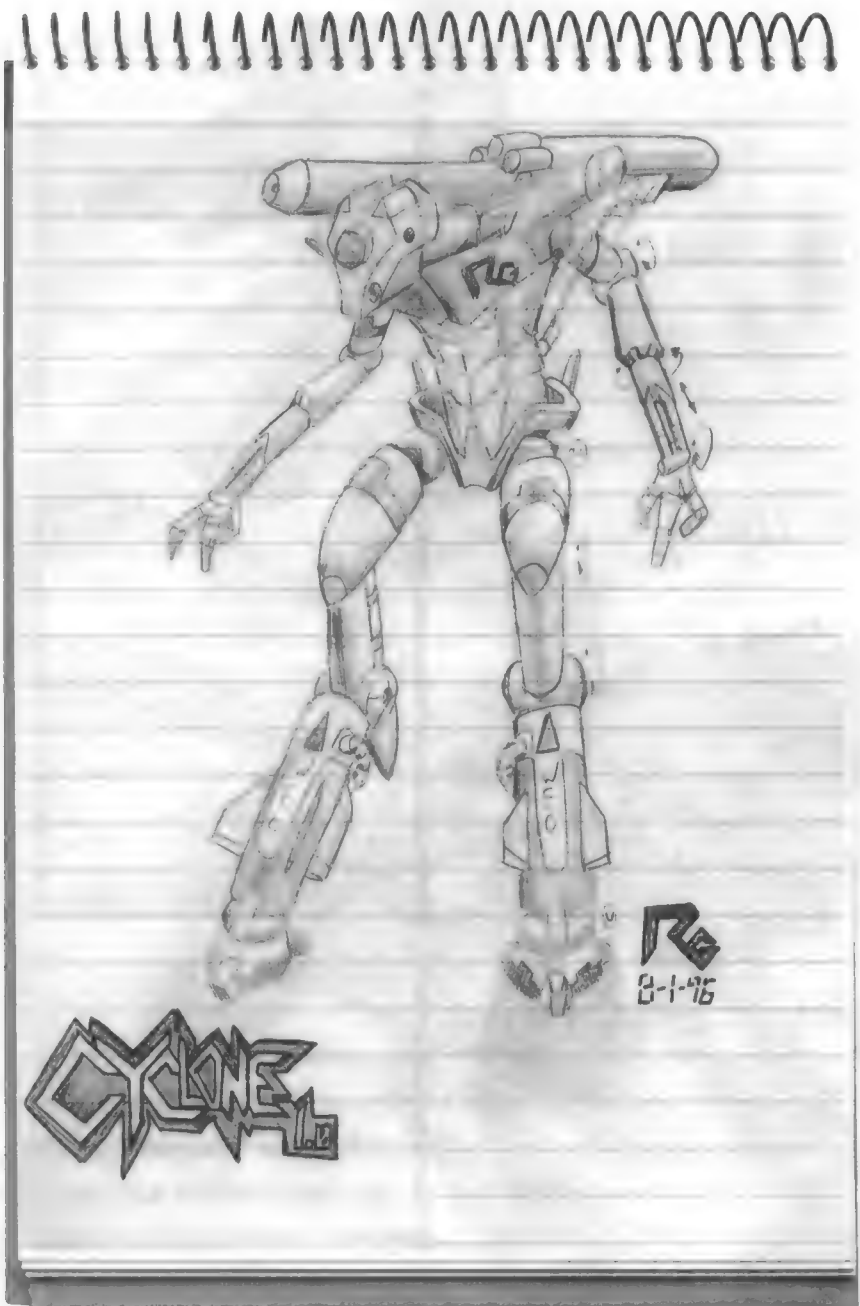
Even as *Crusader: No Regret* hits the shelves, the Loose Cannon team is already well underway towards developing next year's blockbuster *Crusader 2*. While programmers are busy designing the game's all-new engine, artists are at work creating creatures, characters and environments for the Silencer's next campaign against the WEC.

The art on the next few pages is the work of artist Ruben Garza.

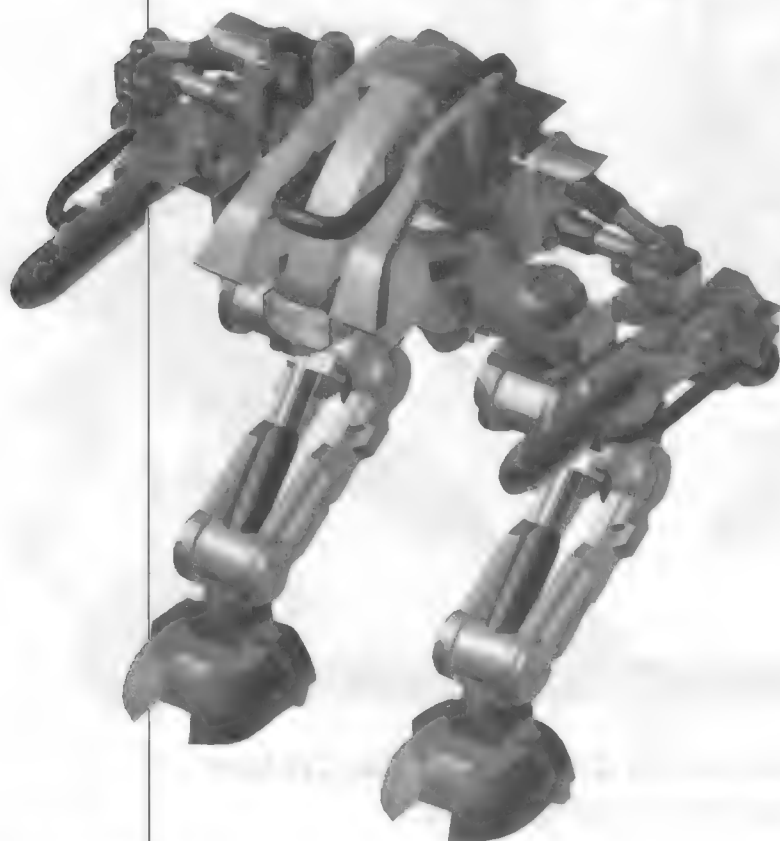
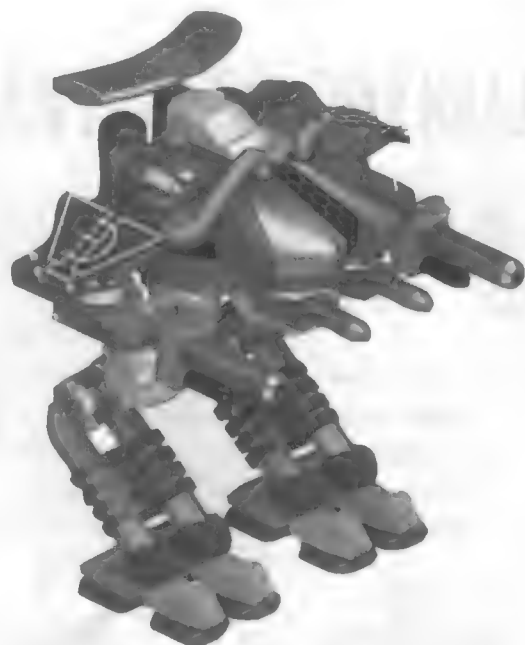


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CRUSADER



Androids get serious in Crusader 2. The Cyclone is a hard-hitting, fast-moving menace.

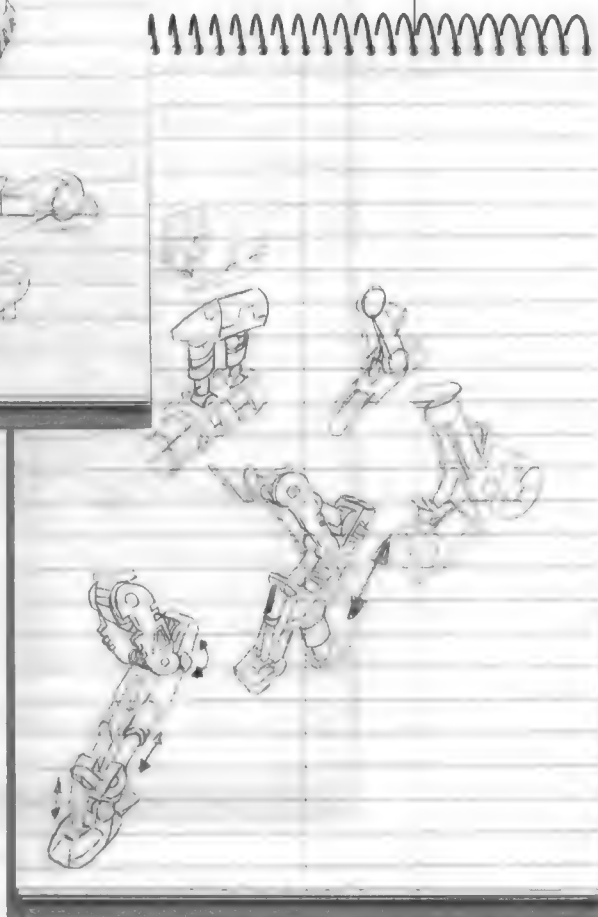


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CRUSADER



To make a servomech that looks like a war machine and not like a toy, it's important to think about how everything fits together.





Once it's finished, this manned walker will be able to dish out as much as the Silencer can take.

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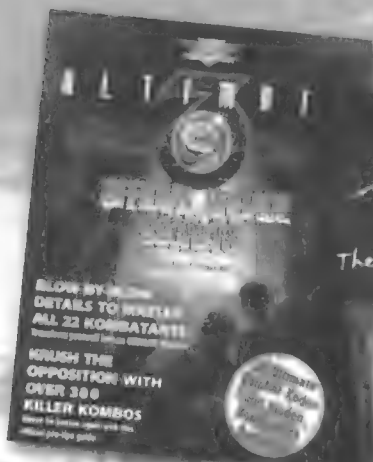


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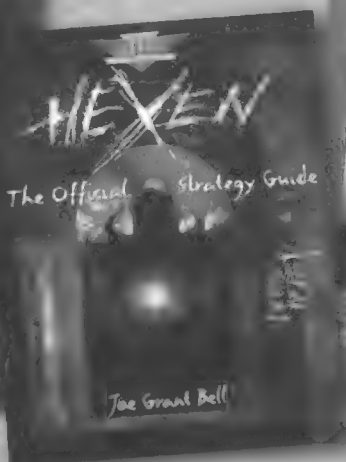
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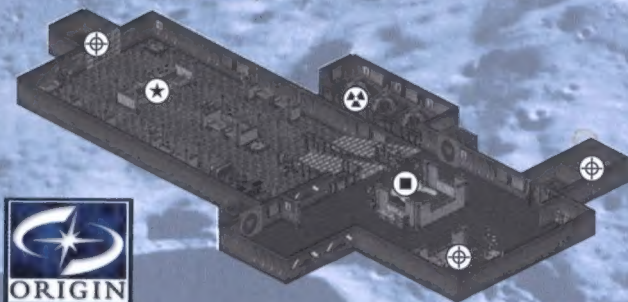
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